

Initial State

Sean Avery
15 pts in 30 GP
[See Full Statistics](#)

See the expert rankings:

- Stan Fischler
- John Davidson
- Harry Neale
- Don Cherry
- Ron MacLean

LOW HIGH

[Send to a Friend](#) [Start Over](#)

When Dragging an Item Over...

Sean Avery
15 pts in 30 GP
[See Full Statistics](#)

See the expert rankings:

- Stan Fischler
- John Davidson
- Harry Neale
- Don Cherry
- Ron MacLean

LOW HIGH

[Send to a Friend](#) [Start Over](#)

The line used when an item is in the process of being ranked should differ from ranked items.

If user lets go of the item box before it makes contact with the rank meter, the item will return to the item list and all dimmed areas will return to normal.

After Ranking

Lauri Korpikoski
21 pts in 69 GP
[See Full Statistics](#)

See the expert rankings:

- Stan Fischler
- John Davidson
- Harry Neale
- Don Cherry
- Ron MacLean

LOW HIGH

[Send to a Friend](#) [Start Over](#)

Once an item has been attached to the rank meter, the corresponding item in the list will disappear, causing all items below it to shift up.

NOTES

When the user clicks and holds down their mouse (grabbing) over an item box, all other sections of the interface besides the rank meter and item box will dim, making it clear that all they can do is move the item box to the meter.

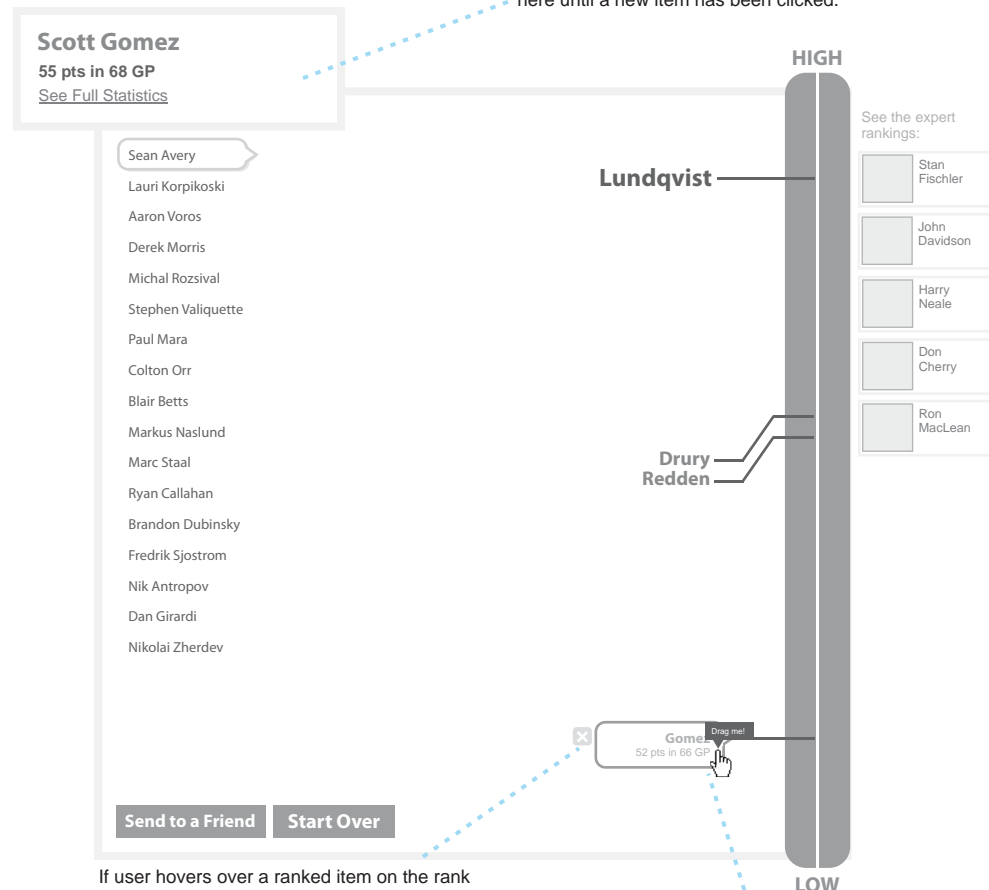
When user brings the item within a close proximity to the rank meter, they will feel the item being pulled towards the meter, similar to the "Snap to Guides" behavior in Adobe programs.

Once the item has been attached to the meter, the corresponding name in the item list will disappear and all items below the ranked item will shift up. The item ordered after the item that was just ranked will become selected and display its metadata in the information box at the top.

Example: If Colton Orr was ranked, the next item to be selected would be Scott Gomez.

On Hover and On Click

If user clicks on the ranked item on the rank meter, the item's metadata will be displayed here until a new item has been clicked.

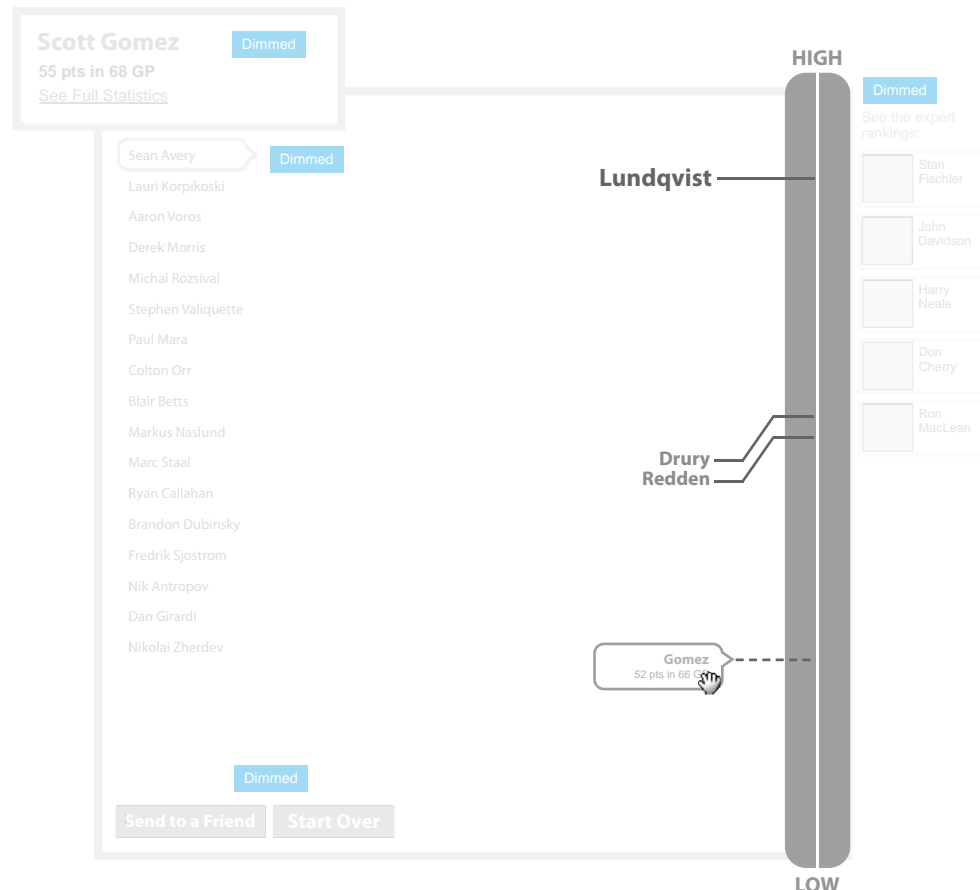


If user hovers over a ranked item on the rank meter, a Remove button will appear to the left of the item box.

If user hovers over a ranked item on the rank meter, an expanded item box will fade in around the item and display (if applicable) its description text. On mouseout, the item box will disappear.

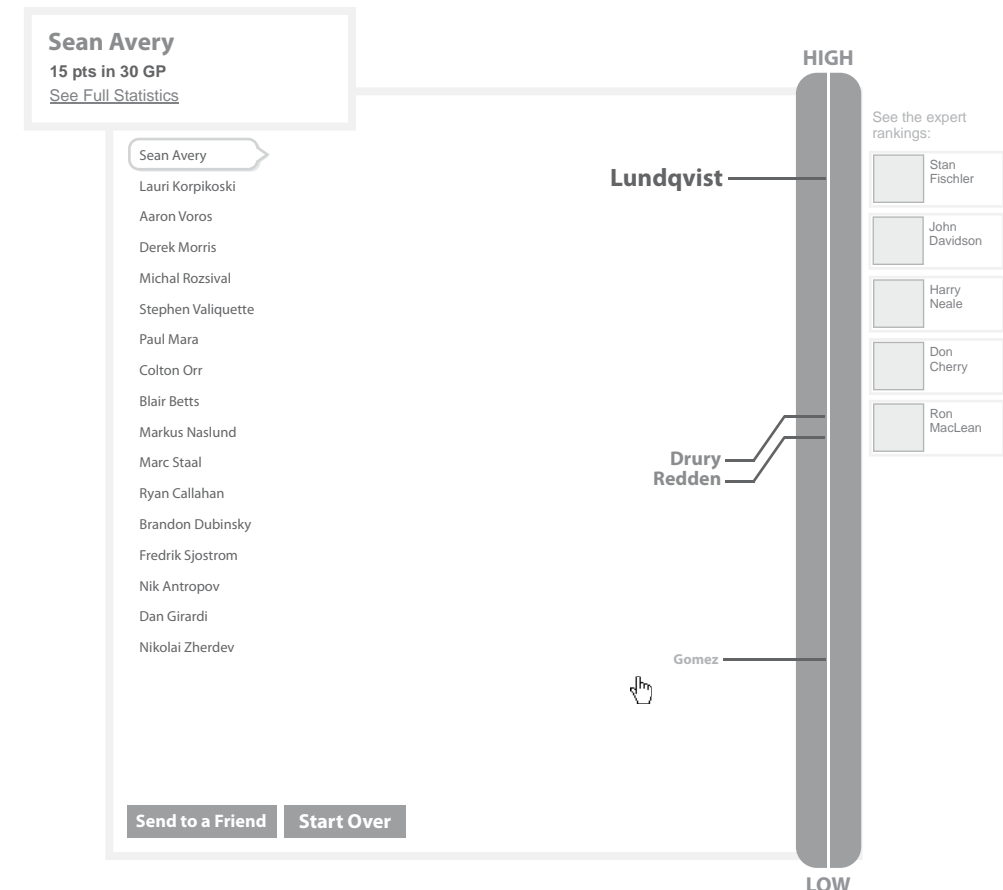
"Drag me" Tooltip disappears after 2 seconds of hover.

On Grab & Drag



When grabbing onto this item box, the delete button and tooltip disappears. All other sections in the interface aside from the rank meter dims.

On Release



Releasing the item box will place the item in its new position. All other sections in the interface will un-dim.

If the re-ranked item was clicked on before to display its metadata in the information box (top left), that data will now be replaced with the data of the selected item in the item list, (in this case, Sean Avery).

NOTES

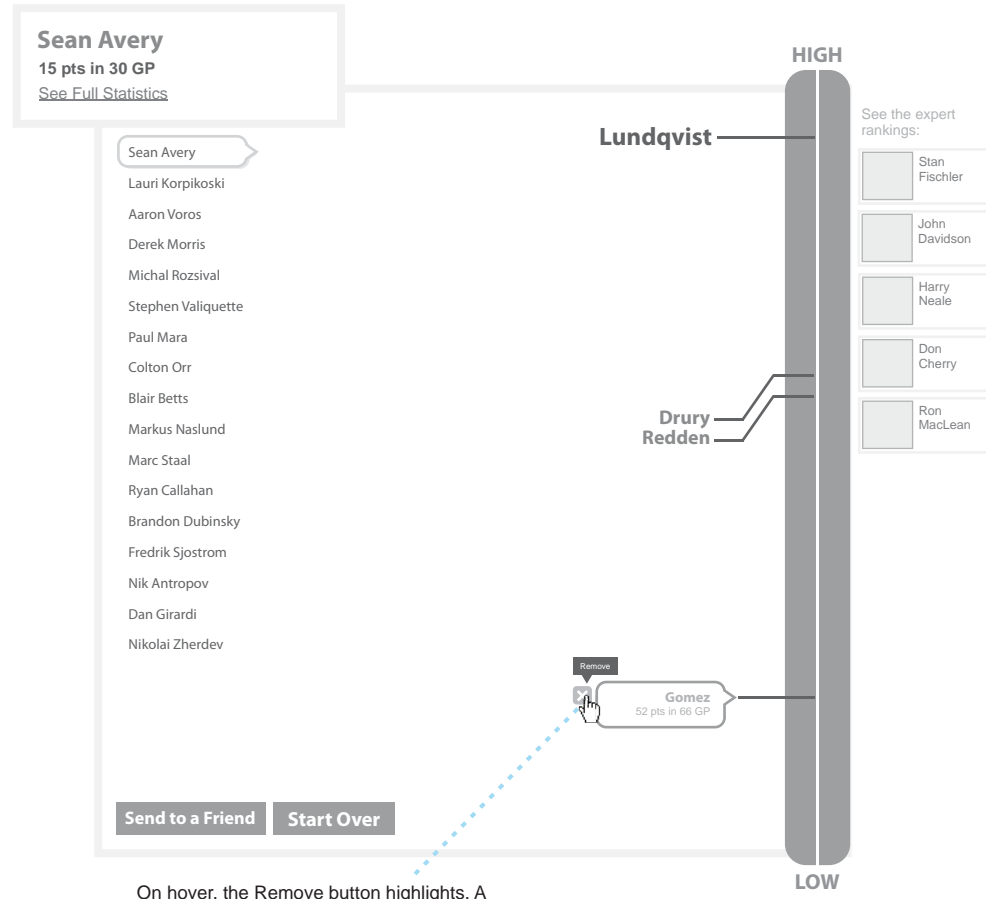
If user clicks on a ranked item on the item meter, the item box around it will be displayed and will continue to be displayed until user clicks elsewhere on the interface. The metadata for that item will also replace whatever data was displayed previously in the information area at the top left of the interface until the user clicks elsewhere.

When grabbing onto this item box, the delete button and tooltip disappears. All other sections in the interface aside from the rank meter dims.

Releasing the item box will place the item in its new position. All other sections in the interface will un-dim.

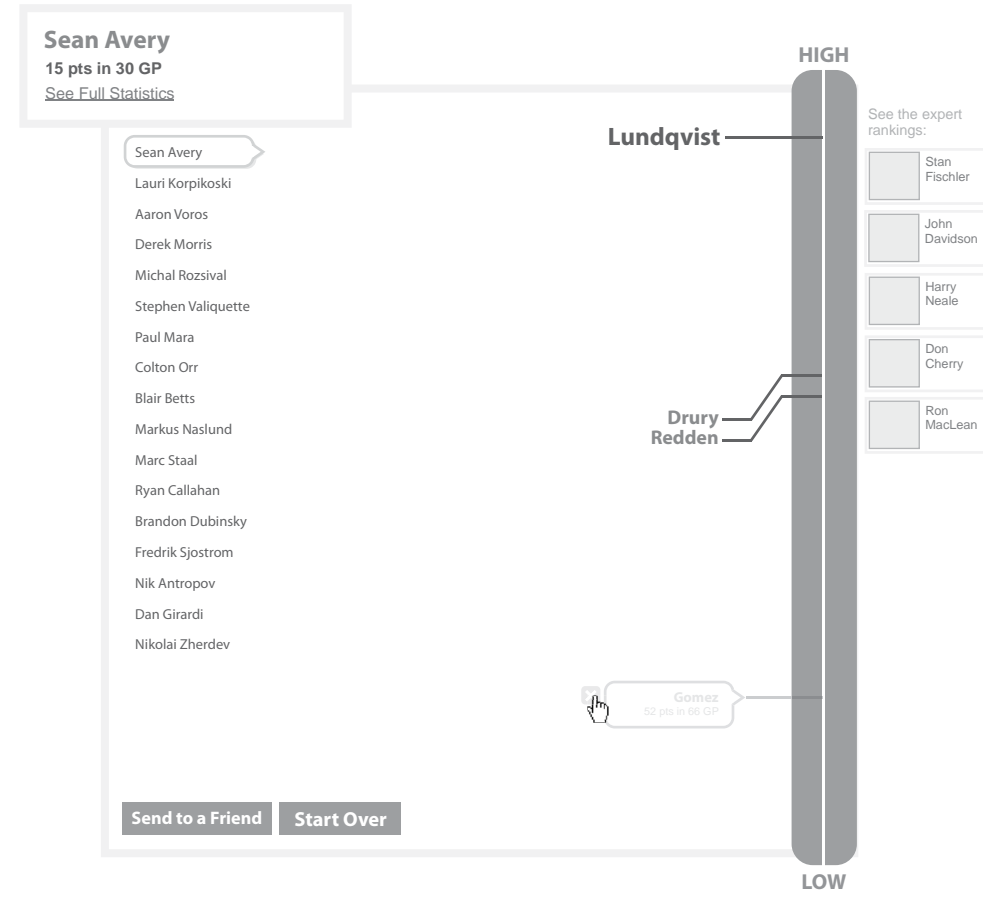
If the re-ranked item was clicked on before to display its metadata in the information box (top left), that data will now be replaced with the data of the selected item in the item list, (in this case, Sean Avery).

On Hover



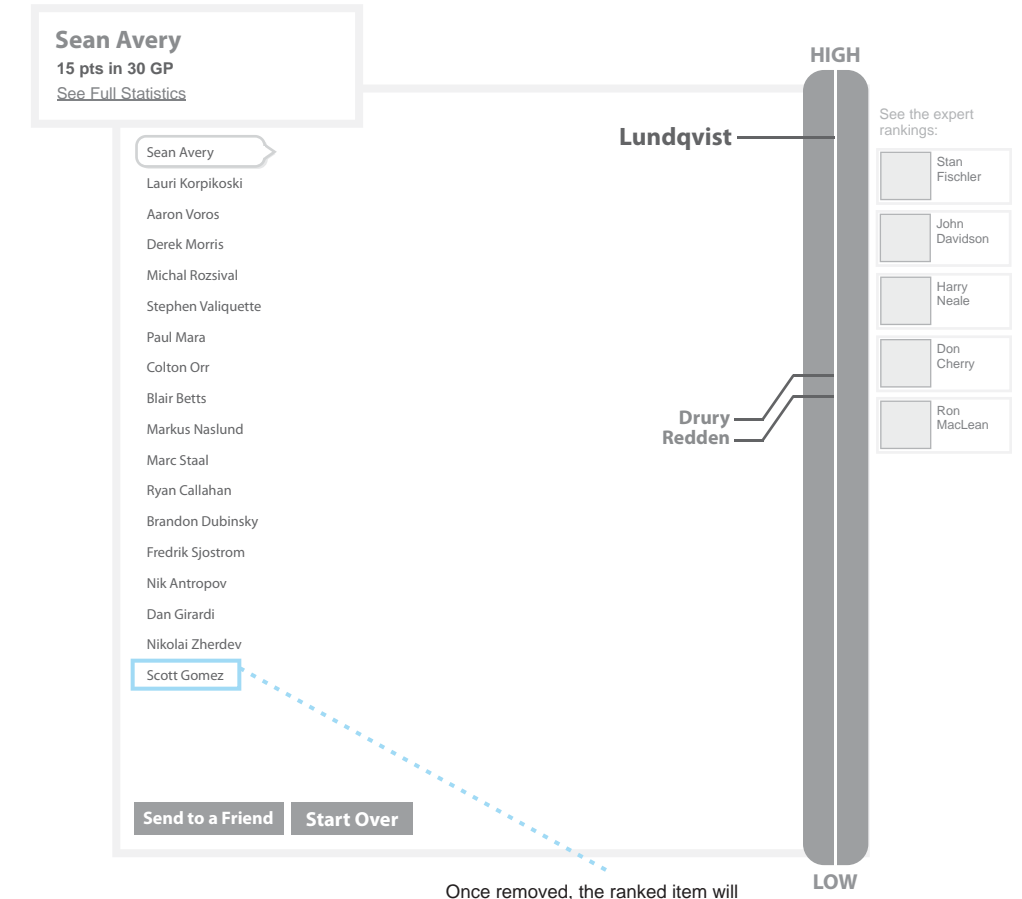
On hover, the Remove button highlights. A tooltip that says "Remove" will be displayed for 2 seconds before disappearing.

On Click



On click of the Remove button, the previously ranked item will fade from view.

Outcome



Once removed, the ranked item will disappear from the rank meter and the corresponding item name will re-appear at the bottom of the item list.

NOTES

Send to a Friend/Start Over - On Hover

Sean Avery
15 pts in 30 GP
[See Full Statistics](#)

See the expert rankings:

- Stan Fischler
- John Davidson
- Harry Neale
- Don Cherry
- Ron MacLean

Send to a Friend Start Over

HIGH LOW

Send to a Friend - On Click

Sean Avery
15 pts in 30 GP
[See Full Statistics](#)

See the expert rankings:

- Stan Fischler
- John Davidson
- Harry Neale
- Don Cherry
- Ron MacLean

Your E-mail Address

Recipient's E-mail Address

Send Cancel

Send to a Friend Start Over

HIGH LOW

Start Over Button - On Click

Lauri Korpikoski
21 pts in 69 GP
[See Full Statistics](#)

See the expert rankings:

- Stan Fischler
- John Davidson
- Harry Neale
- Don Cherry
- Ron MacLean

Are you sure you want to reset your rank meter?

Reset my Meter Cancel

Send to a Friend Start Over

HIGH LOW

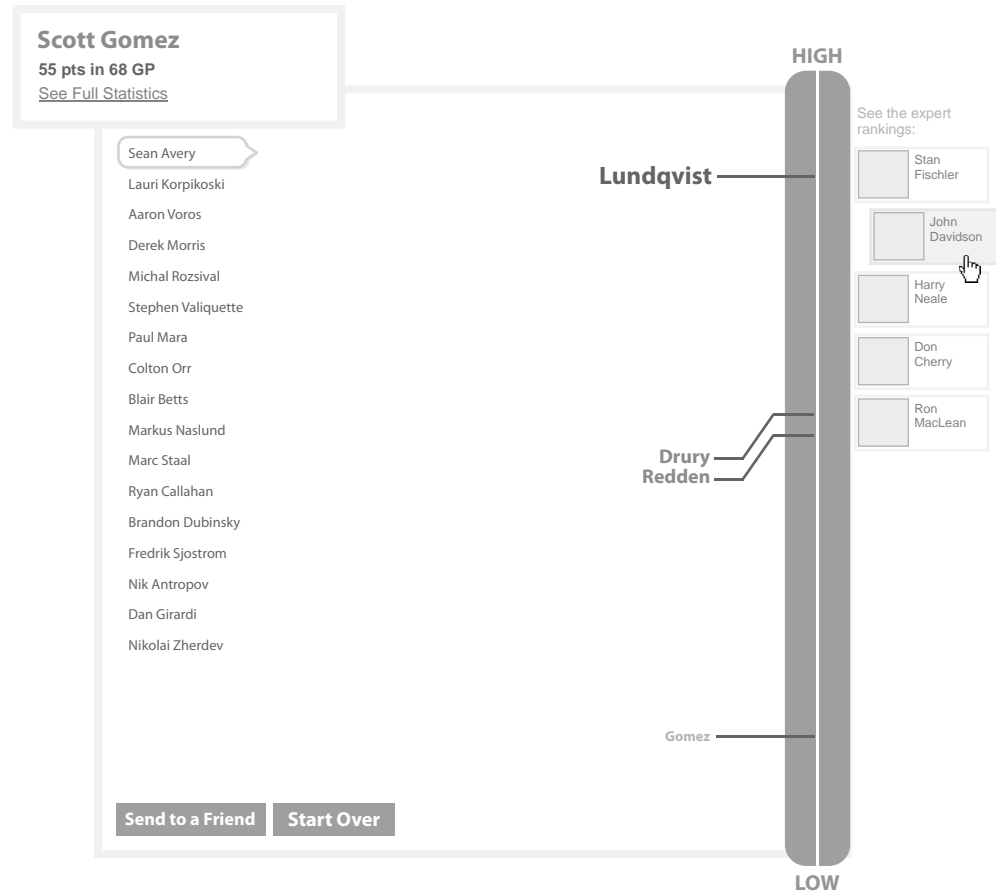
NOTES

Button states for both buttons should indicate a visual change when being hovered over.

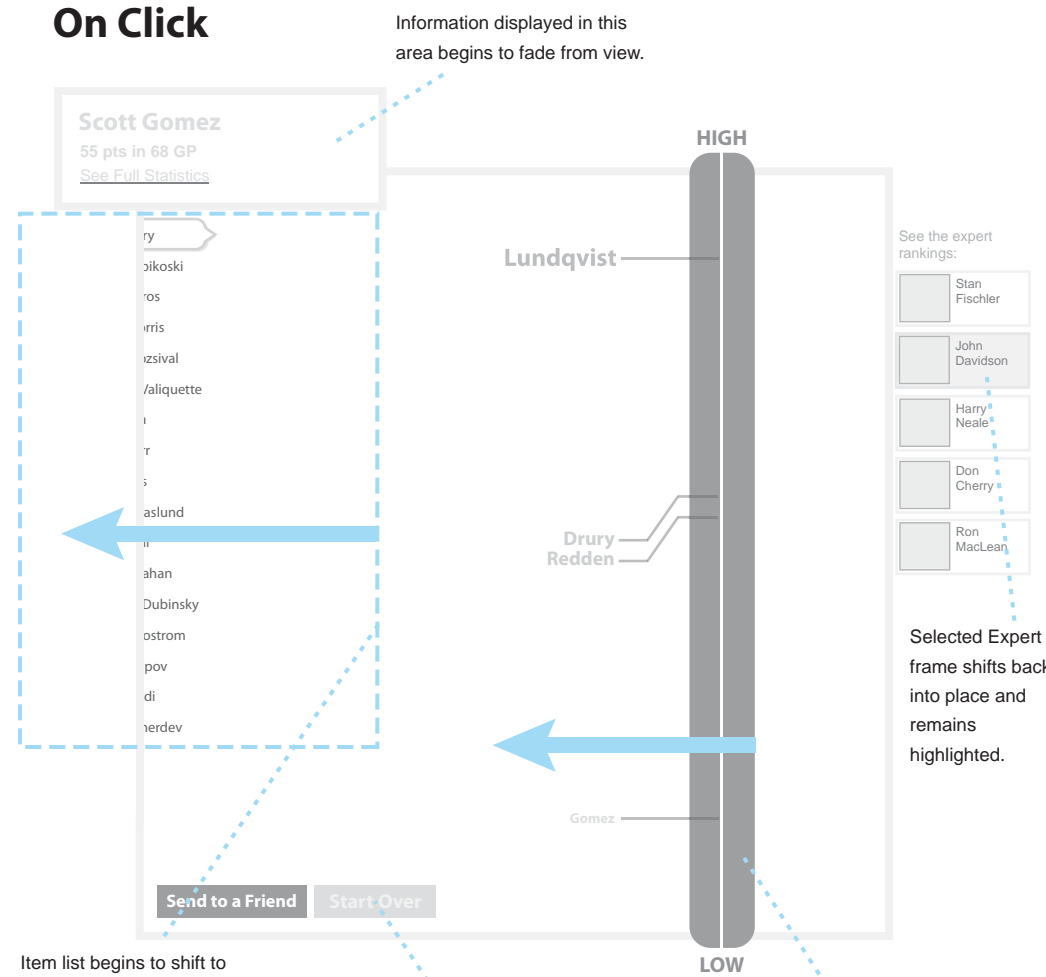
When pressed, button becomes "pressed" and a tab-like menu flies open above. This menu contains the two e-mail address fields for sender and recipient addresses. The send button will send the e-mail and close the menu, returning the Send to a Friend button to its original state. The Cancel button will just close the menu.

Button and menu behavior for the Start Over function should be the same as the Send to a Friend function. The menu that comes up here will allow the user to reset their meter to its default state. If the Reset Meter button is clicked, the rank meter will fade out all its item rankings and revert the item list to its original state. The Start Over menu will close at this time. The cancel button will just close the menu.

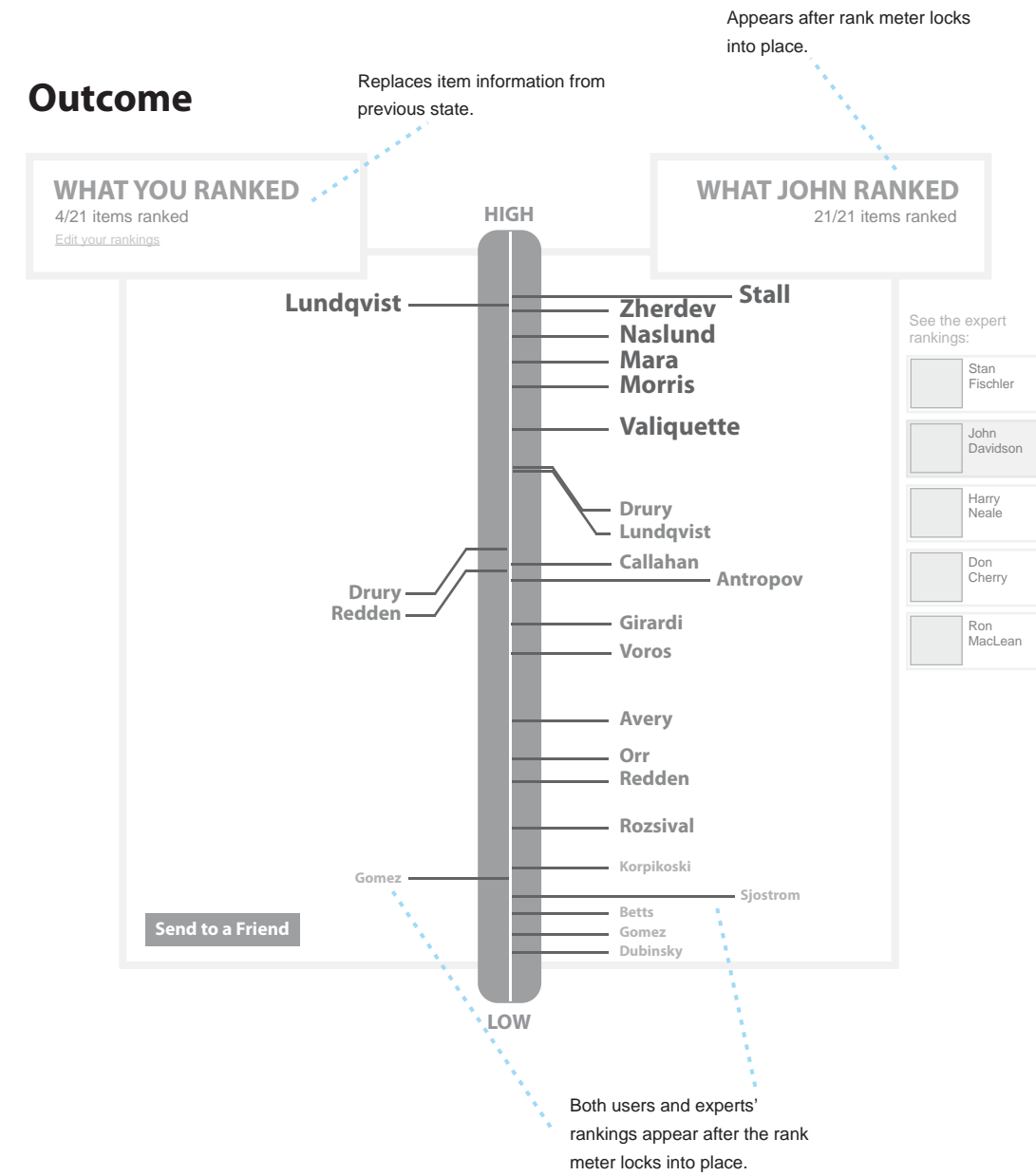
On Hover



On Click



Outcome



NOTES

Clicking an expert frame will initiate the transition from user ranking view to expert comparison view.

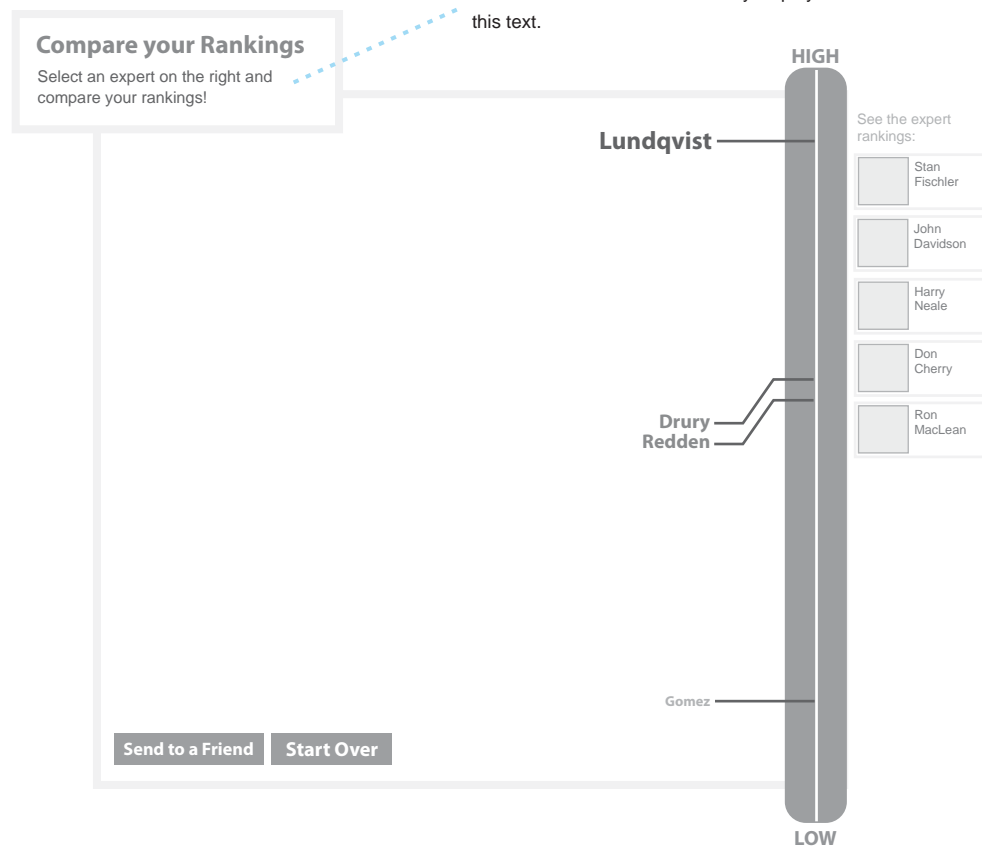
Essentially, all components on the user's side (left side) will slide out of view towards the left. The rank meter will also slide towards the center of the interface.

Now that the rank meter is in the center, the user's data remains on the left but is compared to the experts' data on the right.

Completing your Rankings

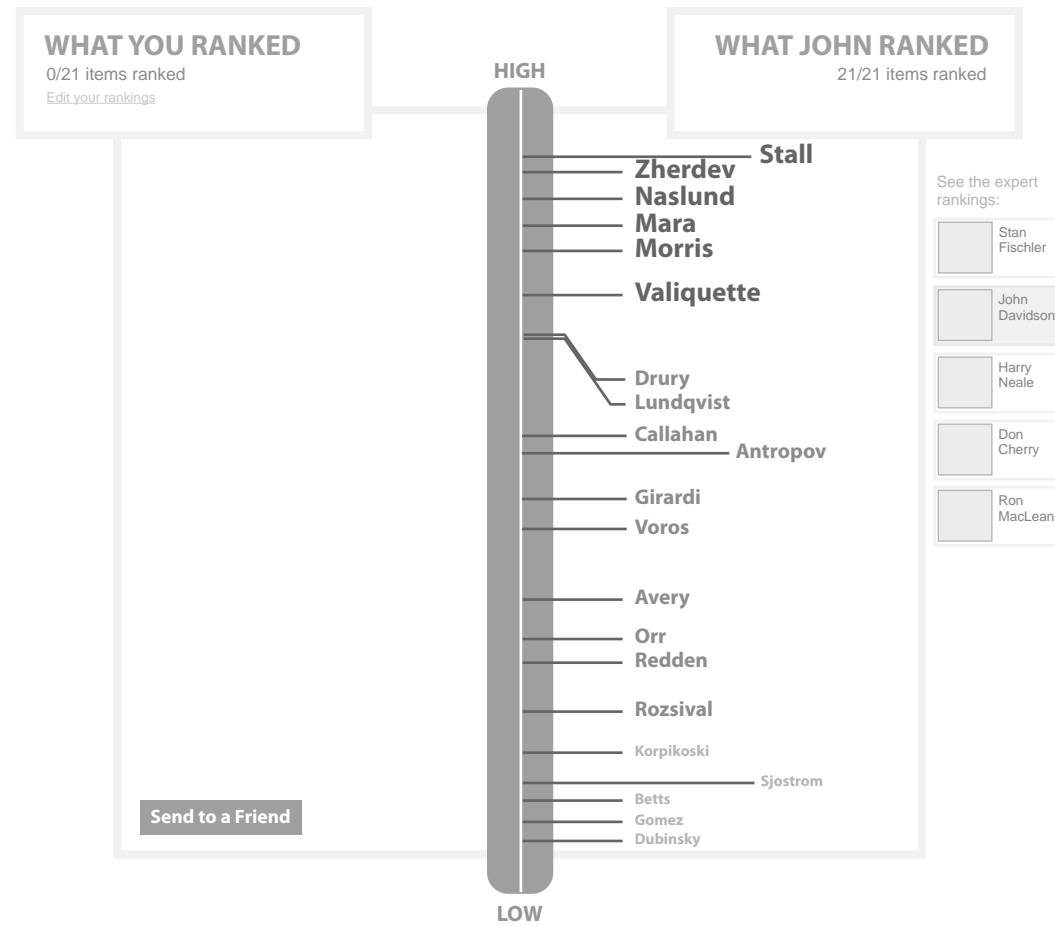
After the last item has been ranked, this information area will automatically display this text.

Compare your Rankings
Select an expert on the right and compare your rankings!



Comparing with No Rankings Made

WHAT YOU RANKED
0/21 items ranked
[Edit your rankings](#)



WHAT JOHN RANKED
21/21 items ranked

NOTES

Once the last item has been dragged over to the rank meter, the information area at the top left will display the text above.

If user clicks a ranked item on the rank meter, that item's metadata will be displayed in the information area instead. Once they click elsewhere, the "Compare your Rankings" text will be restored.

If no rankings were made by the user and they compared with an Expert, the "switch to Compare view" sequence would still occur except that the user side will not display any rankings (because none were made). In the user's information box at the top left, the number of items ranked will show 0.