



## CIUX R2 ELABORATION WORK PLAN

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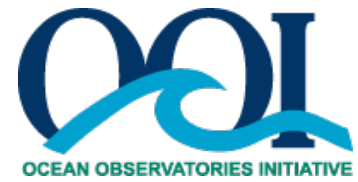
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# CI User Experience

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V1.00

CIUX R2 Elaboration Work Plan

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## SUMMARY

The *Ocean Observatories Initiative* (OOI) project is aimed at developing a national infrastructure to allow scientists, educators and the general public to interact in real time with networks of sensors in the ocean and on the sea floor, and with the data the networks provide. The networks and infrastructure are intended to be extensible to allow for integration of new networks and sensors as they become available and to allow for future users and uses as they emerge. The *OOI Cyberinfrastructure* (CI) is the component of the project that is charged with developing a computational framework and operational management facilities for data management, exchange and access. Design and development of user interfaces and experiences for OOI are part of CI's responsibilities, including design for the *OOI Integrated Observatory Network* (ION) user experiences.

This document lays out the work plan for the development of the detailed designs of graphical user interfaces for ION Release 2.

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## 1 SCOPE OF WORK

This work plan covers the design and specification of graphical user interfaces for the functionality of OOI-CI Release 2, as specified in the *ION Release 2 Product Specification* and *Product Description Use Cases*. These interfaces will provide basic support for marine network operations, enhanced display and interaction with data sets and data products, and basic support for ION system administration. In keeping with a system-centered design approach, the focus of the design is on the display of and interaction with the high-level information objects defined in the system architecture rather than on facilitating users' real-world task needs.

The schedule and deliverables plan assumes that the *ION Release 2 Product Specification* represents a complete and accurate specification of the system resources and interactions that the user interfaces must support.

The R2 user interface will build on the conceptual foundation developed for OOI-CI Release 1, expanding the Context-Focus-Detail model to accommodate more complex informational objects and relationships, specifically adding display and interaction techniques for

- Complex objects such as data sets with versions and provenance
- Object associations such as deployments (instrument-platform, platform-observatory)
- Visual representations
  - Map-based views of geographically dispersed resources such as marine instruments
  - Display of one or more process-driven visualizations such as charts or graphs
  - Photographs associated with individual resources such as marine platforms
- Increased ancillary material such as document files containing field notes, log records or checklists

Section 3 Deliverables details the set of major user interface views that are anticipated to be necessary to deliver this expanded functionality.

As with R1, these interfaces will be delivered as a rich web application.

Success of this work plan is highly dependent frequent engagements with CI Project Science, CI Product Management, CI System Architecture as well as stakeholders from RSN, CGSN or EPE. A plan for these engagements will be laid out in the UX R2 Engagement Plan component of the CI R2 Engagement Plan. Assuming review and approval of the present work plan on Mon Sep 19, a plan for UX engagements during R2 Elaboration will be completed by Sep 29, as detailed in Section 3.3 UX R2 Engagement Plan.

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## 2 METHODOLOGY

In compliance with a request from CI management, the work assumes a system-centered design model and is organized around information objects determined by objects in the underlying system architecture. The approach focuses on developing the appropriate detailed user-system workflows and screen layouts first, followed by detailed design of user interaction controls.

### 2.1 PROCESS

The work will proceed on a weekly schedule with weekly deliverables as detailed in Section 4 Schedule and Milestones. The work process centers on individual information objects and comprises three major steps, each related to a particular information object: Development of preparatory materials, detailed design, and review. Note that most or all of the preparatory materials associated with a given information object will be assembled prior to starting detailed design for that object, however, preparatory materials and detailed design products are both subject to review whenever possible.

#### 2.1.1 Preparatory Materials

A package of preparatory materials will be assembled for each of the listed types of information objects. This material will be developed in collaboration with Project Science, Product Management, System Architecture and the appropriate stakeholders from RSN, CGSN or EPE.

These materials should cover the following topics in as much detail as is feasible:

Topic	Description
Stakeholders	A list of named stakeholders or users whose input or review should be sought specifically for this information object. This should include representatives within as well as external to CI.
Actions and Interactions	A textual description of the operations on and interactions with the information object that the design will enable, along with specification of any exceptions to capabilities supported and designation of relevant use cases.
System Data	Specification of what data relevant to an information object is available in the system architecture.
User-System Workflows	Swim-lane diagrams of user-system workflows detailing user actions and system responses
Vocabulary	Vocabulary for concepts associated with the information object.
State of the Art	Examples of existing screens from other applications that illustrate what users are doing at present for these or similar tasks.

Meetings will be held with the named stakeholders for information objects to develop consensus on what must and will be delivered in Release 2, centering mainly on

- Actions and interactions
- System data
- User-system workflows

Preparatory materials will be assembled on Confluence, linked from the following page:

<https://confluence.oceanobservatories.org/display/ux/R2+Preparatory+Materials>

### 2.1.2 Detailed Design

Detailed designs will be developed iteratively, working through the following intermediate and final representations as appropriate:

Representation	Description	Numbers Produced
Wireframe Layout	An outline drawing of a screen laying out all major areas of the screen along with a description of each area's purpose, controls, labels, and content. Wireframe layouts approximate relative sizes, proportions, and locations of screen elements.	One for each main view or screen.
Detailed Mockup	A drawing of a screen or screen element that is an accurate representation of what will appear on the users' screens or sections of screens but without formal graphical treatment. The detailed mockup is at final scale with dimensions for the major screen areas and font sizes specified along with representative content. Detailed mockups are supplementary to the wireframe layouts and are not created for every wireframe or for every part of a wireframe. Rather only those screens or screen elements that depend on this level of detail for their design will be represented as detailed mockups.	As needed to further design work or gather stakeholder input and review of details of specific views of specific information objects.
Pixel-Perfect Mockup	A fully graphical representation of the screen, with all design elements in accurate and final detail, including colors, fonts, buttons, icons and other presentation graphics.	One for each main view or screen, and as needed to illustrate variations in graphical design.
Interaction Specification	A description of the actions users can perform on a screen element and the results of performing those actions.	One for each possible user action.
Functional Specification	Comprehensive documentation of the requested appearance and behavior of a screen or screen elements, used as a blueprint for software development.	One for complete design.

In general, the process moves through a sequence of representations, first developing screen layout and contents:

- Wireframe layout for one or more views
- Interaction specifications
- Detailed mockups for views of specific information objects

When these have been developed for a sufficient set of views and information objects to provide high confidence that they will suffice for the remaining views and information objects:

- Pixel-perfect mockup

And, finally, when layouts, interactions and screen contents have been determined:

- Functional specification

### 2.1.3 Reviews

In addition to seeking input from the named stakeholders and users in developing preparatory materials and detailed designs, work products will be reviewed, as appropriate, with Project Science, Product Management, System Architecture and the appropriate stakeholders from RSN, CGSN or EPE.



Weekly reviews will be held that focus the topics specific to that week. These will be open to all, but are specifically intended to ensure consensus around information content and system behavior. When sufficient design is available to conduct reviews focused on user tasks, formal reviews will be conducted to that focus on interaction and task flows.

Design sketches and mockups will be posted weekly through the *Design Notebook* pages on Confluence. Materials posted here are works-in-progress, and are intended for informal communication and review:

<https://confluence.oceanobservatories.org/display/ux/UX+R2+Design+Notebook>

Materials published for formal review will be posted on ProofHQ, an online service that provides for collaborative online markup and commenting on visual materials:

<http://www.proofhq.com>

These reviews take the form of expert heuristic inspections, and will be conducted over WebEx.

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### 3 DELIVERABLES

Release 2, like Release 1, will be delivered as a rich web-application, and the user interface will be based on the WIMP (Windows, Icons, Menus, Pointers) metaphor. Older desktop applications using this metaphor often rely on “screens” as the unit of design, under the assumption that the entire display (physical screen) is devoted to a single activity, and that changes to activities therefore requires different displays or “screens.” More contemporary applications assume that only key changes to a portion of the display are needed to support a variety of similar or related activities, and thus require more sophisticated units of design.

This work plan assumes two units of design, the view and the panel.

A *view* defines the screen organization and behavior needed to support a set of similar or related activities. The view specification includes relative positioning of screen areas, general relationships and interactions among them, and details the nature and general purposes of the components that should be housed there. View design includes design of the controls specific to that view, for moving to other views, manipulating the display of screen areas and, eventually, controls that appear in all views in an application, however, it does not specify the details of the contents of all possible variants of the view.

A *panel*, details the contents of the individual components to be displayed in the various views. Where views are designed around similar or related activities, panels are designed around content. A panel may be displayed in several views, e.g., in Release 1 Selector panels remain unchanged across List and Detail views, or different panels may replace on another to create variations of a single view, e.g., in Release 1 different List panels can be displayed in the central area of the List view, depending on the state of Selector panels.

In other words, views represent different decompositions and uses of the display, and panels define different possible contents of display areas.

The deliverables are staged to develop the main views needed to support Release 2 user activities along with a limited set of panels that prove the viability of the view designs first, and then detail out the many panel variations needed for complete support of Release 2 functionality.

#### 3.1 MAIN VIEWS

Six main views are needed to support Release 2 activities. Of these, four are deemed critical and one very important:

View	Description	Priority
Single Object Facepage	A single holistic view of a single object, providing immediate access to key information and commonly used functionality.	Critical
Composite Object View	A view of an object as the sum of its parts, providing immediate access to information and commonly used functionality related to key components.	Critical
Associated Resources View	A view of objects that are related formally, e.g., a data process definition and the data sets with which it is associated, or a set of platforms in a particular observatory.	Critical
Detail Drill-Down View	An expanded view of a particular piece of information or detail.	Very important
Status Dashboard	A collection of visual indicators and controls that provides at-a-glance awareness of the health and status of one or more objects.	Critical
Properties View	A listing of attribute-value pairs defined for a system resource (as implemented in R1 administrative panels).	Standard

Wireframes will be developed for each of the main views, with the critical four to be delivered in the first iteration, and the remaining to be delivered next.

### 3.2 INFORMATION OBJECTS

The information objects needed to support R2 functionality are defined by the resources outlined in the *ION Release 2 Product Specification*. For each of these, one or more panels may be needed for display in a given view. Which information objects will be supported with panels in which view is shown in the table below.

It is not necessary to generate detailed mockups of all possible combinations of views and panels, or even of all panels. For instance, a series of panels to display different lists in a tabular layout (list of instruments, list of platforms, list of notifications, etc.) only requires one visual representation that is shared by all, and then a specification of column headers and specialized behaviors for each panel instance.

However it is critical to develop at least one detailed mockup for each main view before finalizing its wireframe layout in order to ensure that the layout can accommodate real content. The view/information object combinations highlighted in the table will be developed to a detailed mockup level in order to validate the wireframe layout. Critical views (developed in the first iteration) are shown in bold/green and very important views (developed as quickly as possible) are shown in yellow. Non-highlighted view/information objects will then be developed to detailed mockup level as needed.

Information Object	SINGLE OBJECT FACEPAGE	COMPOSITE OBJECT VIEW	ASSOCIATED RESOURCES VIEW	DETAIL DRILL-DOWN VIEW	STATUS DASHBOARD
Instrument	✓	✓	✓	✓	✓
Platform	✓	✓	✓	✓	✓
Observatory	✓	✓	✓	✓	✓
Deployment	✓	✓	✓	✓	✓
Data Set (including OOI data products)	✓	✓	✓	✓	✓
Data Transform (including data visualizations)	✓		✓		
Data Process Definition	✓		✓		
Notification/Subscription			✓	✓	✓
Collection		✓		✓	
ION System Status					✓

Additionally, a set of user interfaces will be defined for ION System Administration as specified in the *ION Release 2 Product Specification* and detailed below.

Resource	PROPERTIES VIEW	ASSOCIATED RESOURCES VIEW?	DETAIL DRILL-DOWN VIEW
Registered User	✓	✓	✓
User Role	✓	✓	✓
Policy	✓	✓	✓
Facility	✓	✓	✓
EPU	✓	✓	✓
Agent	✓	✓	✓
Service	✓	✓	✓
Message Broker	✓	✓	✓
Process	✓	✓	✓
Exchange Point	✓	✓	✓

### 3.3 UX R2 ENGAGEMENT PLAN

The success of this work plan is highly dependent on input from and reviews by a variety of individuals to ensure that assumptions around system functionality will be met, and that the system functionality assumed is sufficient and necessary to meet user and stakeholder expectations. This entails frequent engagements with and between CIUX and

- CI Product Management
- CI Project Science
- CI System Architecture and subsystems
- Stakeholders and representatives from RSN and CGSN

A plan for these engagements will be laid out in the UX R2 Engagement Plan component of the CI R2 Engagement Plan. The UX plan is dependent on approval of the present work plan, in particular, on approval of the sequence in which information objects will be addressed. Assuming that the latter agreement is reached on Mon Sep 19, the following schedule is proposed for development of the UX R2 Engagement Plan:

*Wed Sep 21 2011 Initial draft, including*

- Schedule of meetings to develop preparatory materials
- Schedule of weekly review meetings
- Schedule of formal review meetings

*Fri Sep 23 2011 Revised draft*

- Proposed participants for each meeting
- Integration with CI R2 Engagement Plan

*Thu 29 2012 Final draft*

- Confirmed meeting schedule
- Participants confirmed to the extent possible

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## 4 SCHEDULE AND MILESTONES

The schedule is organized into three, approximately two-month segments, each with a defined set of formal deliverables as described in Section 4.1 Major Milestones. Each of these three segments is further organized by weekly deliveries as described in Section 4.2 Detailed Schedule.

### 4.1 MAJOR MILESTONES

Note that the final week of each iteration is set aside for wrapup and knowledge dissemination activities, so g milestones are due the week prior to the official end of an iteration.

#### *Milestone One (Oct 21 2011)*

- The critical subset of main views developed as wireframe representations, elaborated as detailed mockups for selected information objects, and reviewed by stakeholders
  - Single Object Facepage (Instrument, Deployment)
  - Composite Object View (Instrument)
  - Associated Resources View (Deployment)
  - Status Dashboard (Deployment)
- All UI views and panels named, and a textual description of each provided
- Preparatory materials for
  - Instrument
  - Deployment
  - Observatory
  - Platform
  - Data Set, Transform and Process Definition
- Plan for delivery of
  - Pixel-perfect representations of views
  - Detailed mockups of panels

#### *Milestone Two (Dec 16 2011)*

- The critical subset of main views (see above) developed to pixel-perfect representation and reviewed by stakeholders
- All remaining views developed as wireframe representations and reviewed by stakeholders
- All panels except those for ION System Administration developed as needed to detailed mockups and reviewed by stakeholders
- Preparatory materials for
  - Notification/Subscription
  - Collection
  - ION System Status
  - ION Resources

#### *Milestone Three (Feb 24 2012)*

- All views developed to pixel-perfect representations and reviewed by stakeholders
- All panels developed to detailed mockups and reviewed by stakeholders
- Complete design documented in a functional specification

### 4.2 DETAILED SCHEDULE

The schedule to reach each major milestone is divided into one-week segments, each with a specific view and object of focus and specific deliverables leading to completion of the major milestone deliverables. Note that weekly deliverables are to be delivered on Thursdays to allow for integration of comments and review feedback before the end of the week.

A separate schedule for stakeholder input and review is prepared in the R2 UX Elaboration Engagement Plan (part of the CI R2 Engagement Plan).

#### 4.2.1 Milestone One (October 21, 2011)

The first major milestone will develop the screen layouts and interactions for the four critical views (Single Object Facepage, Composite Object view, Associated Resources view, and Status Dashboard), using two resource types (instruments and deployments) to develop exemplar content (cf. Section 3.2 Information Objects). Additionally, preparatory materials for all information objects related to marine operations and data sets will be gathered.

Wk	Ending	View or Interaction Focus	Information Object Focus	Other Activities	Deliverables
1	9/15/11			<ul style="list-style-type: none"> <li>• Work plan development</li> <li>• Platform preparatory materials</li> <li>• Acceptance Scenarios</li> <li>• Detailed schedule</li> </ul>	<ul style="list-style-type: none"> <li>• Work plan according to Acceptance Scenarios</li> <li>• Definition of main views</li> </ul>
2	9//22/11	<ul style="list-style-type: none"> <li>• Survey-level layout, interaction requirements, and relationships among the four critical views</li> </ul>		<ul style="list-style-type: none"> <li>• Final work plan</li> <li>• UX R2 Elaboration Engagement Plan</li> <li>• Instrument preparatory materials</li> <li>• Presentation layer architecture</li> </ul>	<ul style="list-style-type: none"> <li>• Approved work plan</li> <li>• Draft of UX R2 Elaboration Engagement Plan</li> <li>• Survey-level wireframe sketches of four critical views</li> <li>• Interaction requirements for each critical view</li> <li>• Instrument preparatory materials</li> </ul>
3	9/29/11	<ul style="list-style-type: none"> <li>• Single Object Facepage</li> </ul>	<ul style="list-style-type: none"> <li>• Instrument</li> </ul>	<ul style="list-style-type: none"> <li>• Deployment preparatory materials</li> <li>• UX R2 Elaboration Engagement Plan</li> <li>• OASIS SOA architecture</li> </ul>	<ul style="list-style-type: none"> <li>• Wireframe layout for Single Object Facepage - Instruments</li> <li>• Interactions for core actions for Single Object Facepage - Instruments</li> <li>• Deployment preparatory materials</li> <li>• Complete UX R2 Elaboration Engagement Plan</li> </ul>
4	10/6/11	<ul style="list-style-type: none"> <li>• Composite Object View</li> </ul>	<ul style="list-style-type: none"> <li>• Instrument</li> <li>• If possible, Deployment</li> </ul>	<ul style="list-style-type: none"> <li>• Deployment Status Dashboard preparatory materials</li> <li>• Observatory preparatory materials</li> </ul>	<ul style="list-style-type: none"> <li>• Composite Object View - Instruments</li> <li>• Interactions for core actions for Composite Object View - Instruments</li> <li>• Deployment Status Dashboard preparatory materials</li> <li>• Observatory preparatory materials</li> </ul>
5	10/13/11	<ul style="list-style-type: none"> <li>• Status Dashboard</li> </ul>	<ul style="list-style-type: none"> <li>• Deployment</li> <li>• If possible, Instruments</li> </ul>	<ul style="list-style-type: none"> <li>• Platform preparatory materials</li> <li>• Begin documentation and presentation of Milestone</li> </ul>	<ul style="list-style-type: none"> <li>• Wireframe layout for Status Dashboard - Deployment</li> <li>• Interactions for core actions for Status Dashboard -</li> </ul>

				<ul style="list-style-type: none"> <li>One deliverables</li> <li>Catalog and description of UI screens</li> </ul>	<ul style="list-style-type: none"> <li>Deployment</li> <li>Platform preparatory materials</li> </ul>
6	10/20/11	<ul style="list-style-type: none"> <li>Associated Resources View</li> <li>Single Object Facepage</li> </ul>	<ul style="list-style-type: none"> <li>Deployment</li> </ul>	<ul style="list-style-type: none"> <li>Data set &amp; transform preparatory materials</li> <li>Pixel-perfect screen deliver plan</li> <li>Documentation and presentation of Milestone One deliverables</li> </ul>	<ul style="list-style-type: none"> <li>Wireframe layout for Associated Resources View &amp; Single Object Facepage - Deployment</li> <li>Interactions for core actions for Associated Resources View &amp; Single Object Facepage - Deployment</li> <li>Data set, transform &amp; process definition preparatory materials</li> <li>Integrated Milestone One deliverables</li> </ul>
7	10/27/11			<ul style="list-style-type: none"> <li>Delta LCO</li> <li>Begin pixel-perfect design</li> </ul>	

#### 4.2.2 Milestone Two (December 16, 2011)

The second major milestone delivers wireframes for the remaining views, pixel-perfect representations of the critical views, and detailed mockups for remaining panels as needed. A week-by-week schedule for delivery of the latter will be delivered at Milestone One, and so is not included below.

Wk	Ending	View or Interaction Focus	Information Object Focus	Other Activities	Deliverables
8	11/3/11	<ul style="list-style-type: none"> <li>Drill-Down Detail View</li> </ul>	<ul style="list-style-type: none"> <li>Observatory</li> </ul>	<ul style="list-style-type: none"> <li>Life cycle preparatory materials</li> </ul>	<ul style="list-style-type: none"> <li>Wireframe layout for Drill-Down Detail View - Observatory</li> <li>Interactions for core actions for Drill-Down Detail View - Observatory</li> <li>Life cycle preparatory materials</li> </ul>
9	11/10/11	<ul style="list-style-type: none"> <li>Browse, Search, Filter</li> </ul>	<ul style="list-style-type: none"> <li>Data Set, Transform and Process Definition</li> </ul>	<ul style="list-style-type: none"> <li>Notification/Subscription preparatory materials</li> </ul>	<ul style="list-style-type: none"> <li>Wireframe layout revisions for Browse, Search, Filter - Data Set &amp; Transforms</li> <li>Interactions for core actions for Browse, Search, Filter - Data Set, Transform and Process Definition</li> <li>Notification/Subscription preparatory materials</li> </ul>
10	11/17/11	<ul style="list-style-type: none"> <li>Manage Life Cycle</li> </ul>	<ul style="list-style-type: none"> <li>Platform</li> </ul>	<ul style="list-style-type: none"> <li>Collection preparatory materials</li> </ul>	<ul style="list-style-type: none"> <li>Wireframe layout revisions for Manage Life Cycle - Instrument</li> <li>Interactions for core actions for Manage Life Cycle - Instrument</li> <li>Collection preparatory materials</li> </ul>
11	11/23/11	<ul style="list-style-type: none"> <li>Create, Supplement, Version</li> </ul>	<ul style="list-style-type: none"> <li>Data Set &amp; Transforms</li> </ul>	<ul style="list-style-type: none"> <li>ION System Status preparatory materials</li> </ul>	<ul style="list-style-type: none"> <li>Wireframe layout revisions for Create, Supplement, Version - Data Set</li> <li>Interactions for core actions for Create, Supplement, Version - Data Set &amp; Transforms</li> </ul>

					<ul style="list-style-type: none"> <li>• ION System Status preparatory materials</li> </ul>
12	12/1/11	<ul style="list-style-type: none"> <li>• Manage Policy</li> </ul>	<ul style="list-style-type: none"> <li>• Notification/subscription</li> </ul>	<ul style="list-style-type: none"> <li>• ION resources preparatory materials</li> </ul>	<ul style="list-style-type: none"> <li>• Wireframe layout revisions for Manage Policy - Notification/subscription</li> <li>• Interactions for core actions for Manage Policy - Notification/subscription</li> <li>• ION resources preparatory materials</li> </ul>
13	12/8/11		<ul style="list-style-type: none"> <li>• Collection</li> </ul>	<ul style="list-style-type: none"> <li>• Begin documentation and presentation of Milestone Two materials</li> </ul>	<ul style="list-style-type: none"> <li>• Wireframe layout for Collection</li> <li>• Interactions for core actions for Collection</li> </ul>
14	12/15/11			<ul style="list-style-type: none"> <li>• Documentation and presentation of Milestone Two materials</li> </ul>	<ul style="list-style-type: none"> <li>• Integrated Milestone Two deliverables</li> </ul>

#### 4.2.3 Milestone Three (February 24, 2012)

Milestone 3 delivers wireframes and interactions for ION Administration, the pixel-perfect representation of non-critical views, and the functional specification for all the designs. During this period, earlier designs will be subject to review and revision (schedule to be determined in UX R2 Elaboration Engagement Plan).

Wk	Ending	View or Interaction Focus	Information Object Focus	Other Activities	Deliverables
15	1/5/12	<ul style="list-style-type: none"> <li>• ION Status Dashboard</li> </ul>		<ul style="list-style-type: none"> <li>• Design review and revision</li> <li>• Pixel-perfect representations</li> </ul>	
16	1/12/12	<ul style="list-style-type: none"> <li>• Properties View</li> </ul>	<ul style="list-style-type: none"> <li>• ION resources</li> </ul>	<ul style="list-style-type: none"> <li>• Design review and revision</li> <li>• Pixel-perfect representations</li> </ul>	
17	1/19/12			<ul style="list-style-type: none"> <li>• Design review and revision</li> <li>• Pixel-perfect representations</li> </ul>	
18	1/26/12			<ul style="list-style-type: none"> <li>• Detailed design documentation</li> </ul>	
19	2/2/12			<ul style="list-style-type: none"> <li>• Detailed design documentation</li> </ul>	
20	2/9/12			<ul style="list-style-type: none"> <li>• Detailed design documentation</li> </ul>	
21	2/16/12			<ul style="list-style-type: none"> <li>• Functional specification</li> </ul>	
22	2/23/12			<ul style="list-style-type: none"> <li>• Documentation and presentation of Milestone Three materials</li> </ul>	<ul style="list-style-type: none"> <li>• Integrated Milestone Three deliverables</li> </ul>





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## 5 DEPENDENCIES

Successful completion of this work plan is contingent on

- Completion of contract award to Amaryllis Consulting by Sep 30 2011
- Payment, by Sep 30 2011, of all invoices submitted by Amaryllis Consulting or its affiliated personnel prior to Aug 31 2011
- Payment within 30 days of receipt of all remaining and future invoices, throughout the working period
- Dedicated focus of UX staff on work plan execution and monitoring in working week periods
- Delivery of complete and approved set of R2 Acceptance Scenarios detailing end-end user stories to be supported in Release 2
  - Immediately: Approved list of Scenarios
  - Sep 30 2011: Detailed outlines of Scenarios, including specification of information objects and resources assumed, and mapping to R2 Development Use Cases
  - Oct 21 2011: Complete Scenario narratives
  - Oct 31 2011: Complete and Approved Scenario narratives
- Completion and approval of the UX R2 Elaboration Engagement Plan by Sep 30 2011
- Weekly time commitment from Management, Project Science, Product Management and System Architecture to review design materials and support development of preparatory materials (schedule to be determined in UX R2 Elaboration Engagement Plan)
- Commitment from the appropriate stakeholders, and their management, from RSN, CGSN or EPE to review design materials and support development of preparatory materials (schedule to be determined in UX R2 Elaboration Engagement Plan)
- The completeness of the *ION Release 2 Product Specification* in detailing the system resources and interactions to be supported. Significant inaccuracies or gaps in this document may invalidate the schedule and work plan.