



Sofi - Drag and Drop

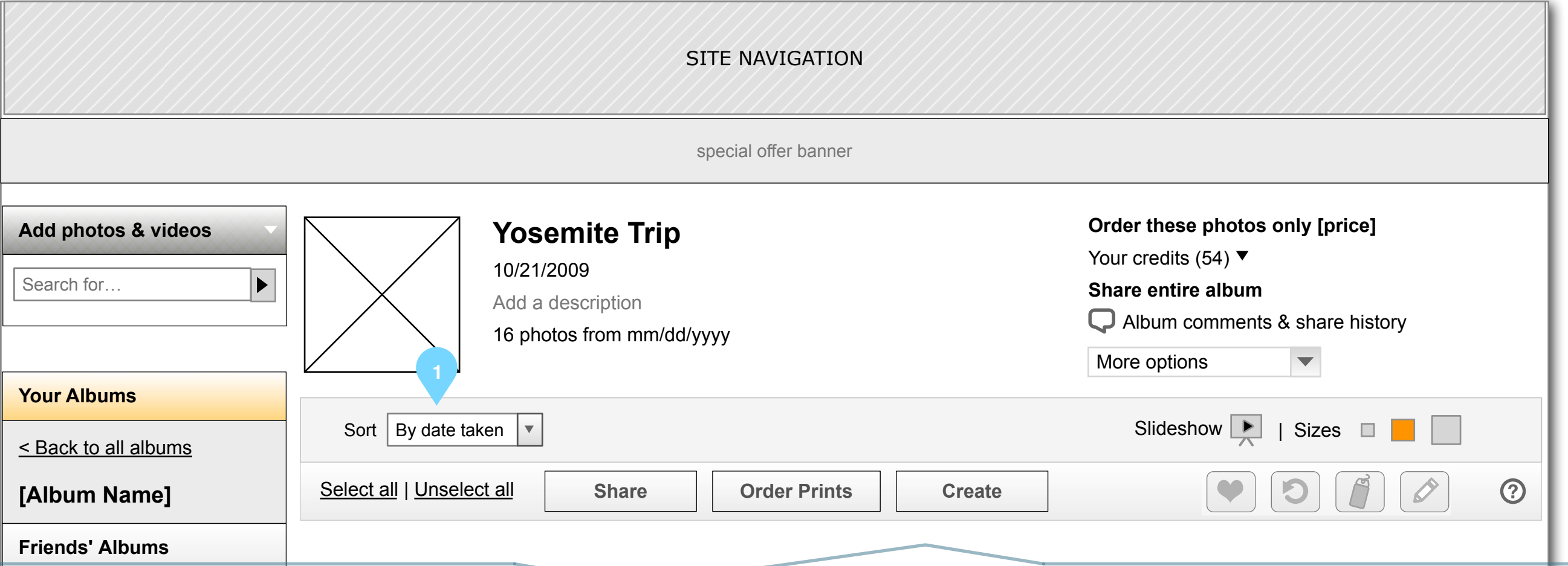
Interaction Design Specification

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1.0 Album page

#	Rules
1	Rearrange in Sort menu Display: Add a 'Rearrange' option in the album sort menu On Click: takes the user to a rearrange page see WF 1.1
2	Custom order in sort menu Display: a 'custom order' option in the sort menu after the user has changed the order of the album via drag & drop. TBD if it replaces "upload order" (2a) for owned albums or if it's appended to the menu (2b) and both upload order and manual rearrange are saved. On Click: refresh grid and display photos and videos in the order of the last drag & drop rearrange. On Hover: highlight

Default Sort Menu - before rearrange for all album states

OWNED ALBUM	FAVORITE	SEARCH	PEOPLE ALBUM
Newest first	Date added to favorites	Newest first	Newest first
Oldest first	Date taken	Oldest first	Oldest first
Alphabetically	Owner's name	Alphabetically	Alphabetically
Upload order	Rearrange	Rearrange	Rearrange
Rearrange			

Sort Menu Owned Album

default - album has not been rearranged

Sort	Newest first
	Newest first
	Oldest first
	Alphabetically
	Upload order
	Rearrange

album rearranged with drag and drop

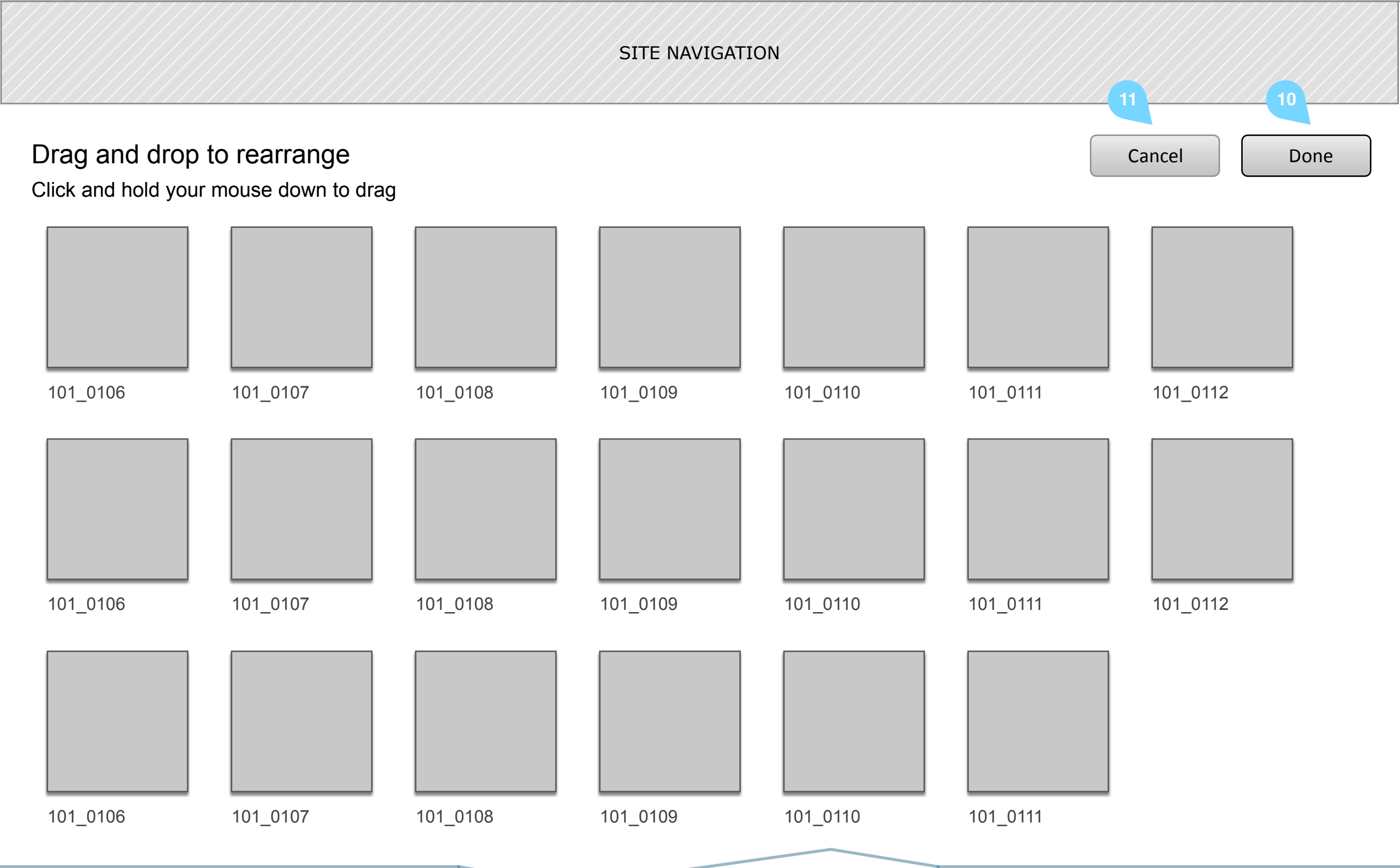
Sort	Custom order
	Newest first
	Oldest first
	Alphabetically
	Custom order
	Rearrange

NTH - can have both upload and custom sort orders

Sort	Custom order
	Newest first
	Oldest first
	Alphabetically
	Upload order
	Custom order
	Rearrange

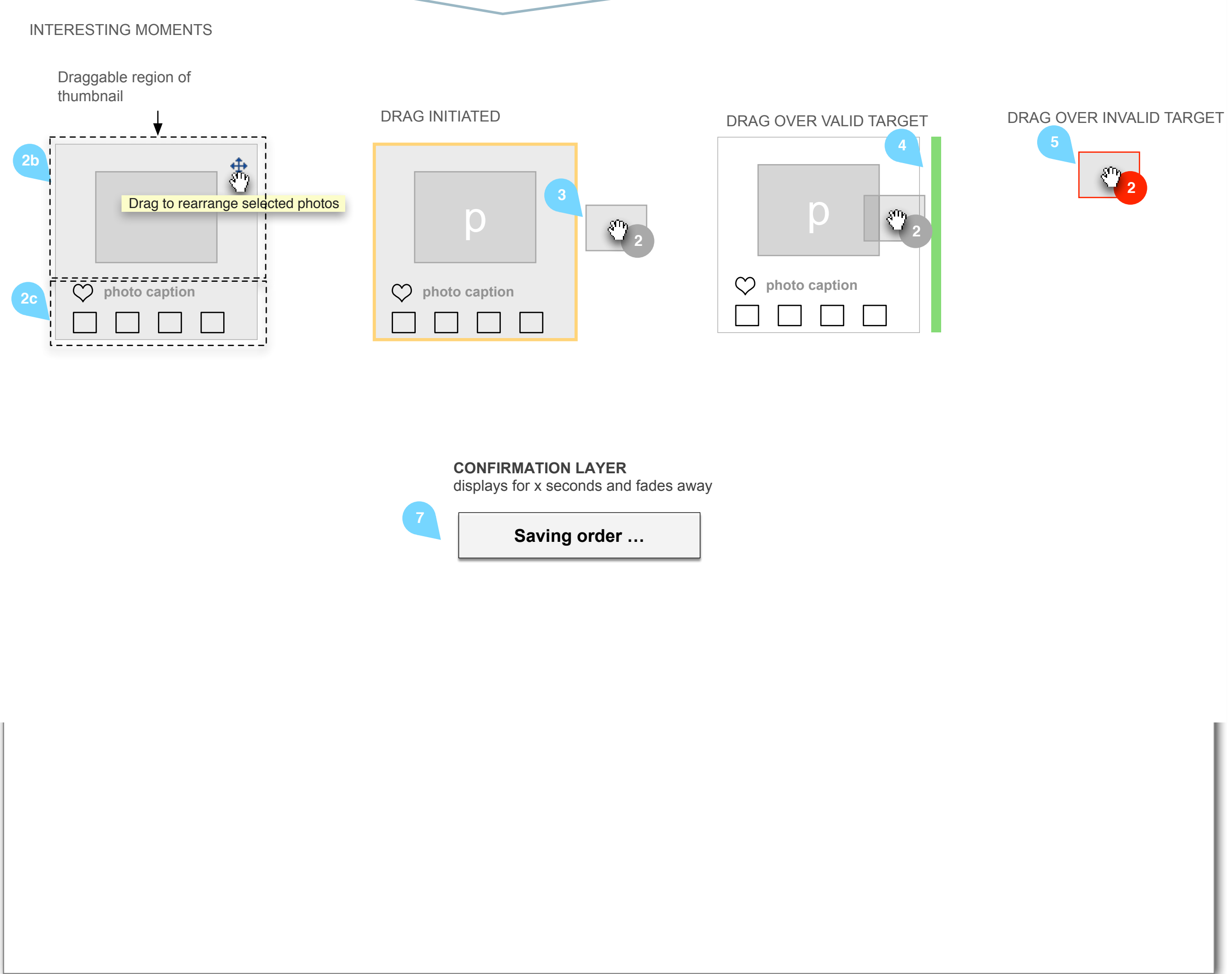
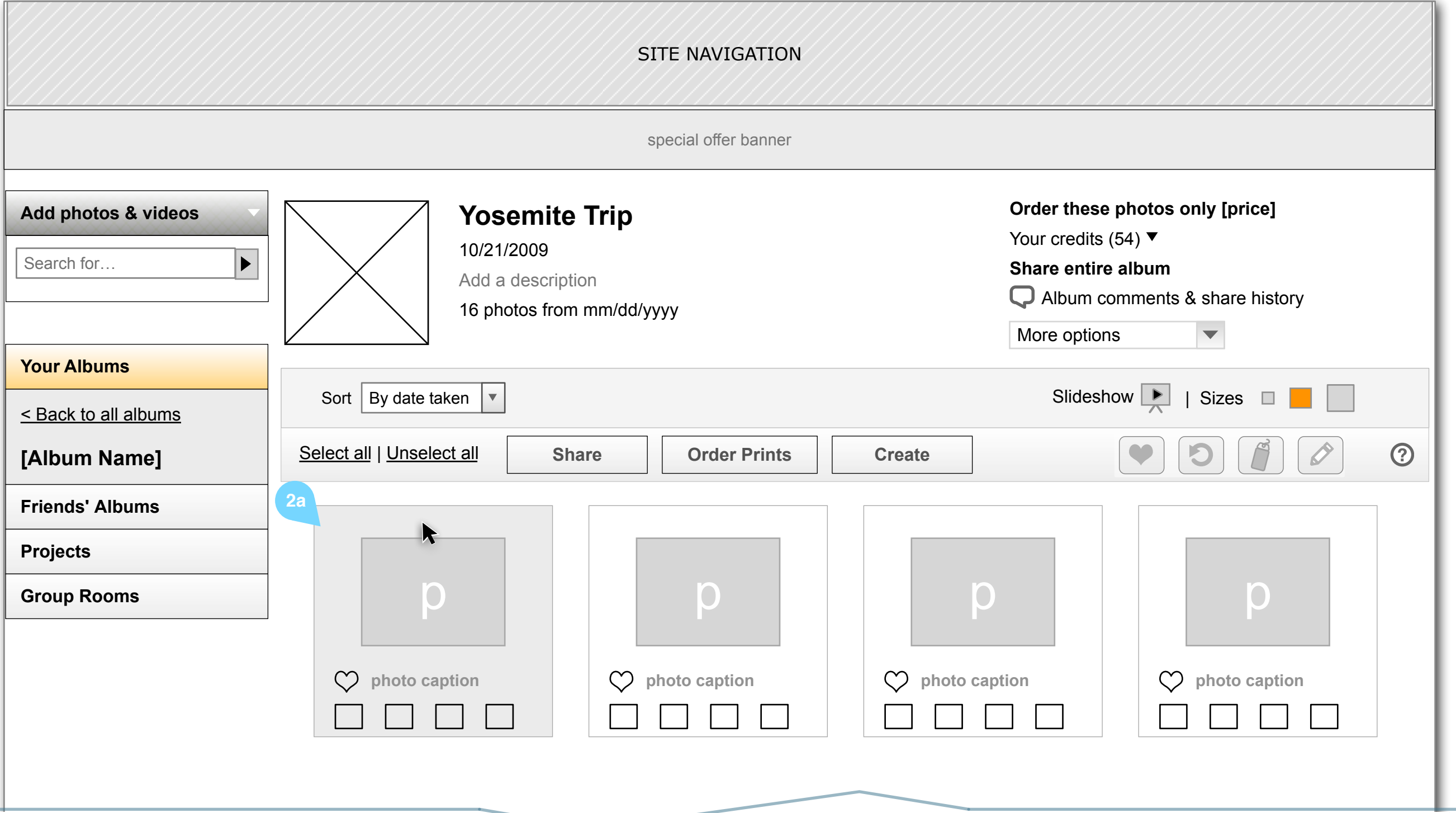
Sort Menu - after d&d rearrange for all album states

OWNED ALBUM	FAVORITE	SEARCH	PEOPLE ALBUM
Newest first	Date added to favorites	Newest first	Newest first
Oldest first	Date taken	Oldest first	Oldest first
Alphabetically	Owner's name	Alphabetically	Alphabetically
Custom order	Custom order	Custom order	Custom order
Rearrange	Rearrange	Rearrange	Rearrange



1.1 Drag and Drop page

#	Rules
1	On Hover: Display invitation to drag: <ul style="list-style-type: none">Cursor Change. Change the mouse cursor to the CSS:move cursor. This appears as 4 arrows (except on Firefox on the Mac where it shows as an open hand cursor)Optionally: Provide a tooltip. Tooltip informs the user that they can drag and drop the module.
2	Drag initiated (and tracking) On mouse down, mouse moves >= 3pixels <ul style="list-style-type: none">Drag Module/proxy<ul style="list-style-type: none">Module moves to match mouse movement (starts tracking with the mouse location).Opacity is reduced slightly to allow modules and page elements underneath to show through. Reduced opacity is maintained throughout drag experience. Module floats above the other page elements. (or TBD by design)If multiple thumbnails were selected display a counterOriginal Area. the module's original location is screened back or highlighted (tbd by design)
3	Drag over a valid target area <ul style="list-style-type: none">Drop Target Area. A thin insertion bar is shown where the module would be dropped (between two other modules).
4	Drag over Invalid Target Area <ul style="list-style-type: none">Cursor Badge. An "Invalid Badge" is floated beside the cursor to indicate that dropping here will be rejected.Drop Target (Insertion Bar). None.
5	Drag over Original Area <ul style="list-style-type: none">Cursor. Move cursor.Dragged Module. Consistent with dragging (reduced opacity, etc.)Drop Target (Insertion Bar). None.
6	Drop Accepted <ul style="list-style-type: none">Cursor. Returns to normal cursorDrop Target. Insertion bar is removedAn animation sequence occurs to put the module into the new location<ul style="list-style-type: none">Drop Target.<ul style="list-style-type: none">Insertion bar is removed.Hole opens for new area.Dragged Module.<ul style="list-style-type: none">Dragged Module animates into the new area (as it opens)Opacity animates to normalOriginal Area.<ul style="list-style-type: none">Area closes up with animated transition (Self-Healing Transition)<ul style="list-style-type: none">Causes the other modules to close in around the original hole
7	Drop Rejected <ul style="list-style-type: none">Cursor. Returns to normal.Dragged Module.<ul style="list-style-type: none">Animates back to original position -- zoom back.Opacity increases to full opacity.
8	Drop on Original Area <ul style="list-style-type: none">Cursor. Return to normal.Dragged Module.<ul style="list-style-type: none">Animates back to original position -- zoom back.Opacity increases to full opacity.
9	Drop on Original Area <ul style="list-style-type: none">Cursor. Return to normal.Dragged Module.<ul style="list-style-type: none">Animates back to original position -- zoom back.Opacity increases to full opacity.
10	Done button On Click: return to album page, with new sort order, add "custom order" to sort menu, "custom order" is selected in the sort menu, thumbnails are displayed in the new sort order.
11	Cancel button On Click: return to album page, no changes.



2.0 Drag and Drop Inline - in Album page

#	Rules
2	On Hover: <ul style="list-style-type: none">A. Over the clickable region of the thumbnail: highlight the photo and display the various icons, same as existing.B. Over the draggable region of the thumbnail (see 2b) display invitation to drag:<ul style="list-style-type: none">• Cursor Change. Change the mouse cursor to the CSS:move cursor. This appears as 4 arrows (except on Firefox on the Mac where it shows as an open hand cursor)• Optionally: Provide a tooltip. Tooltip informs the user that they can drag and drop the module.D. Over the other interactive elements elements: the the heart, share icon, print icon, view icon, edit icon, caption link, keep same functionality and logic as existing (see 2c).
3	Drag initiated (and tracking) On mouse down, mouse moves >= 3pixels <ul style="list-style-type: none">• Drag Module/proxy<ul style="list-style-type: none">o Module moves to match mouse movement (starts tracking with the mouse location).o Opacity is reduced slightly to allow modules and page elements underneath to show through. Reduced opacity is maintained throughout drag experience. Module floats above the other page elements. (or TBD by design)o If multiple thumbnails were selected display a counter• Original Area. the module's original location is screened back or highlighted (tbd by design)
4	Drag over a valid target area <ul style="list-style-type: none">• Drop Target Area. A thin insertion bar is shown where the module would be dropped (between two other modules).
5	Drag over Invalid Target Area <ul style="list-style-type: none">• Cursor Badge. An "Invalid Badge" is floated beside the cursor to indicate that dropping here will be rejected.• Drop Target (Insertion Bar). None.
6	Drag over Original Area <ul style="list-style-type: none">• Cursor. Move cursor.• Dragged Module. Consistent with dragging (reduced opacity, etc.)• Drop Target (Insertion Bar). None.
7	Drop Accepted <ul style="list-style-type: none">• Cursor. Returns to normal cursor• Drop Target. Insertion bar is removed• An animation sequence occurs to put the module into the new location<ul style="list-style-type: none">o Drop Target.<ul style="list-style-type: none">• Insertion bar is removed.• Hole opens for new area.o Dragged Module.<ul style="list-style-type: none">• Dragged Module animates into the new area (as it opens)• Opacity animates to normalo Original Area.<ul style="list-style-type: none">• Area closes up with animated transition (Self-Healing Transition)<ul style="list-style-type: none">• Causes the other modules to close in around the original hole• Display confirmation layer that order was changed
8	Drop Rejected <ul style="list-style-type: none">• Cursor. Returns to normal.• Dragged Module.<ul style="list-style-type: none">o Animates back to original position -- zoom back.o Opacity increases to full opacity.
9	Drop on Original Area <ul style="list-style-type: none">• Cursor. Return to normal.• Dragged Module.<ul style="list-style-type: none">o Animates back to original position -- zoom back.o Opacity increases to full opacity.