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Screen No:	2.0		Back:	Main Menu	Next:	None
Sub-Heading:	Tutorials					
Main Text:	Part I: Overview					
Elements:	**Template:**	Refer to "Design Document" Appendix F for "Tutorials: Part I Screen Interface Design"				
	Graphics:	Image 1:	None			
		Image 2:	None			
	Documents:	Flowchart:	wsu_pics/flowchart.pdf			
	Animation:	File 1:	None			
		File 2:	None			
	Video:	Movie 1:	None			
		Movie 2:	None			
	Audio:	Routine:	wsu_vo/routine.mp3			
		Identify:	wsu_vo/identify.mp3			
		Isolate:	wsu_vo/isolate.mp3			
		Diagnose:	wsu_vo/diagnose.mp3			
		Solve:	wsu_vo/solve.mp3			
		Context:	wsu_vo/context.mp3			
		Feedback:	wsu_vo/feedback.mp3			
	Pop-up Win:	Routine:	Message:	Refer to "Audio Production Script, Part I" content document.		
			Link:	♦ One button link to "Routine" audio file. ♦ A "Close Window" link will be used to allow users to close this window.		
			Image:	None		
			Type:	This pop-up window should follow the same behavior as "Scrolling" pop-up windows. Refer to "Style Guide".		
		Identify:	Message:	Refer to "Audio Production Script Part I" content document.		
			Link:	♦ One button link to "Identify" audio file. ♦ A "Close Window" link will be used to allow users to close this window.		
			Image:	None		
			Type:	This pop-up window should follow the same behavior as "Scrolling" pop-up windows. Refer to "Style Guide".		
		Isolate:	Message:	Refer to "Audio Production Script Part I" content document.		
			Link:	♦ One button link to "Isolate" audio		

				file.
				♦ A "Close Window" link will be used to allow users to close this window.
			Image:	None
			Type:	This pop-up window should follow the same behavior as "Scrolling" pop-up windows. Refer to "Style Guide".
		Diagnose:	Message:	Refer to "Audio Production Script Part I" content document.
			Link:	♦ One button link to "Diagnose" audio file. ♦ A "Close Window" link will be used to allow users to close this window.
			Image:	None
		Solve:	Message:	Refer to "Audio Production Script Part I" content document.
			Link:	♦ One button link to "Solve" audio file. ♦ A "Close Window" link will be used to allow users to close this window.
			Image:	None
			Type:	This pop-up window should follow the same behavior as "Scrolling" pop-up windows. Refer to "Style Guide".
		Context:	Message:	Refer to "Audio Production Script Part I" content document.
			Link:	♦ One button link to "Context" audio file. ♦ A "Close Window" link will be used to allow users to close this window.
			Image:	None
		Feedback:	Message:	Refer to "Audio Production Script Part I" content document.
			Link:	♦ One button link to "Feedback" audio file. ♦ A "Close Window" link will be used to allow users to close this window.
			Image:	None
			Type:	This pop-up window should follow the

				same behavior as "Scrolling" pop-up windows. Refer to "Style Guide".
Interactions:	Buttons:	Routine	Link:	This button links to the "Routine" pop up window.
			Message:	"Brinson's Problem Solving Routine". This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Identify:	Link:	This button links to the "Identify" pop up window.
			Message:	"What is the problem here?" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Isolate:	Link:	This button links to the "Isolate" pop up window.
			Message:	"Where is the problem?" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Diagnose:	Link:	This button links to the "Diagnose" pop up window.
			Message:	"What is the cause of the problem?" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Solve:	Link:	This button links to the "Solve" pop up window.
			Message:	"What is the ideal solution here?" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark)

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				and Rollover 5 (Decision Step). Refer to "Style Guide".
		Context:	Link:	This button links to the "Context" pop up window.
			Message:	"Let's test the solution?" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Feedback:	Link:	This button links to the "Feedback" pop up window.
			Message:	"Offer constructive and positive feedback". This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Part I:	Link:	This button links to Tutorial: Part I.
			Message:	"Overview of the problem solving routine" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 3 (Numbers). Refer to "Style Guide".
		Part II:	Link:	This button links to Tutorial: Part II.
			Message:	"Learn through expert demonstrations" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 3 (Numbers). Refer to "Style Guide".
		Part III:	Link:	This button links to Tutorial: Part III.
			Message:	"Practice your skills with expert guidance" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 3 (Numbers). Refer to "Style Guide".
		Voice Narratives:	Link:	Each pop up window will have an audio icon that links to a voice narrative to accompany the text.
		Main:	Link:	This button links to the "Main Screen".

			Message:	None
			Behavior:	This button should follow the same behavior as Rollover 1 (Eighth Note). Refer to "Style Guide".
		Exit:	Link:	This button will close the application
			Message:	None
			Behavior:	This button should follow the same behavior as Rollover 2 (Sharp Symbol). Refer to "Style Guide".
	Links:	Close Link:	Close Window	A close link will be used to allow user to close all pop up windows.
		Flowchart:	This is a live link to Brinson's flowchart.	
	Games :	Game 1:	None	
		Game 2:	None	
	Test Items:	Item 1:	None	
		Item 2:	None	
	Simulations:	Sim 1:	None	
		Sim 2:	None	
	Other:	Element 1:	None	
		Element 2:	None	
	Feedback	Response 1:	None	
		Response 2:	None	