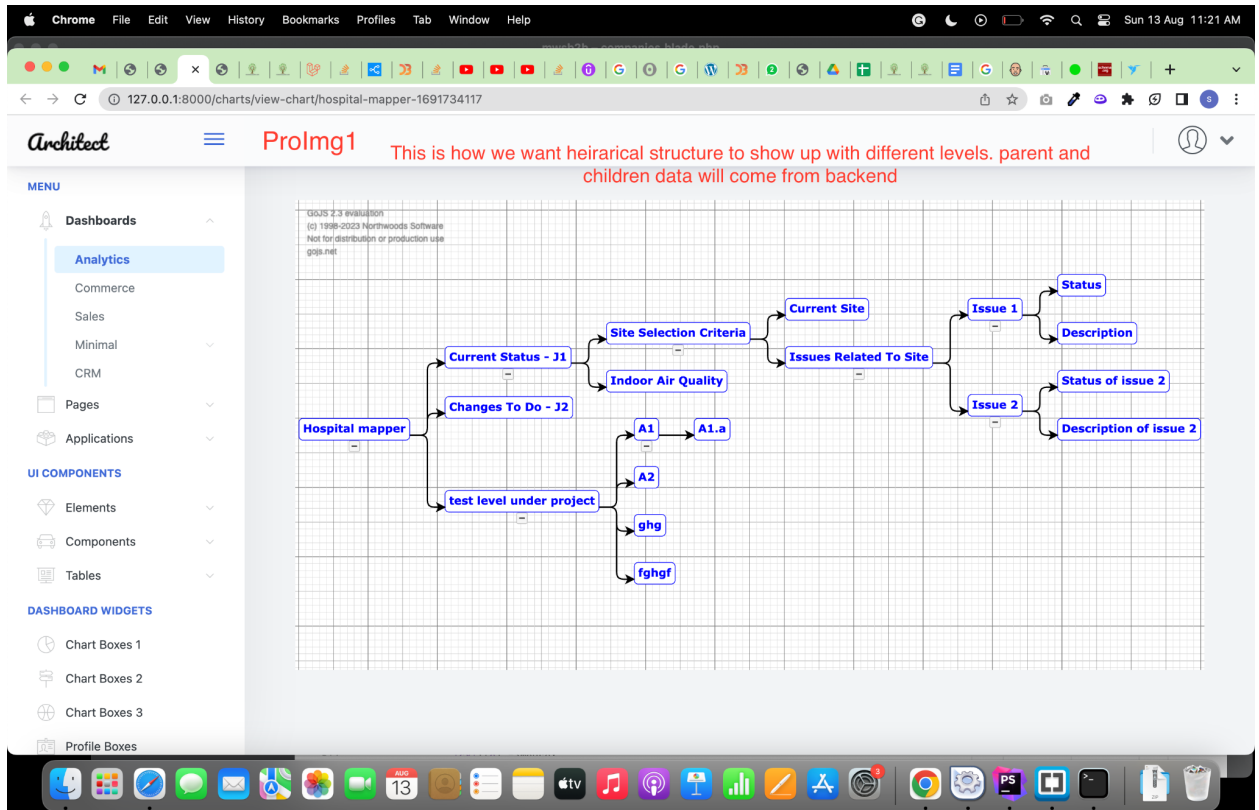


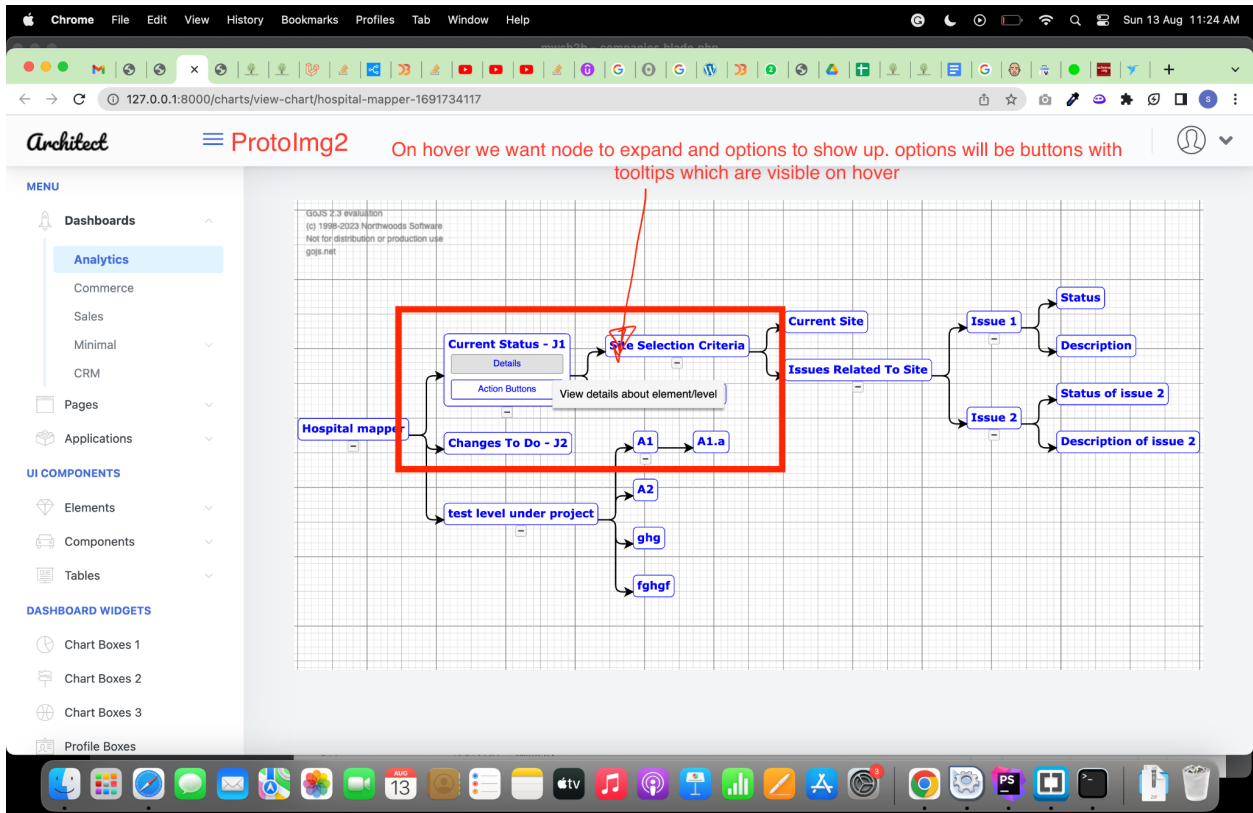
# Work Requirements For D3 Project

## Prototype Images:

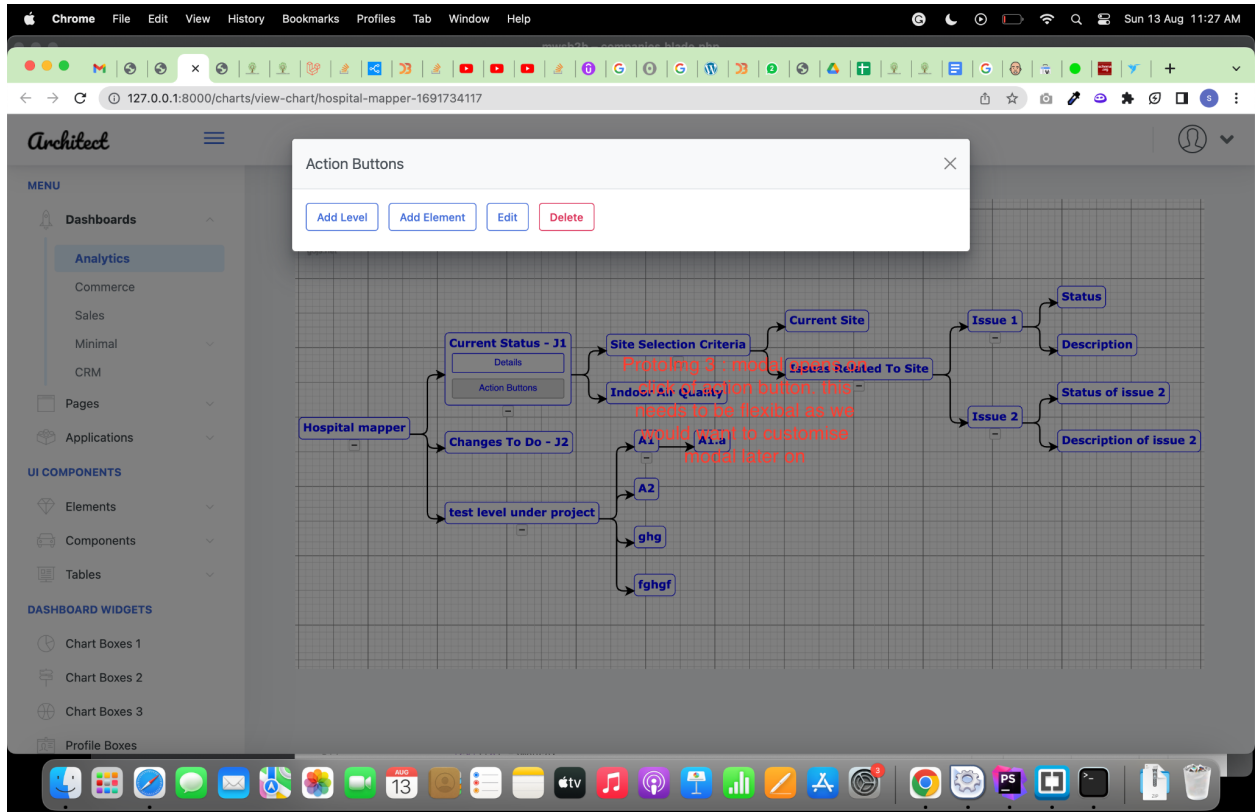
1. How hierarchical structure should show up -



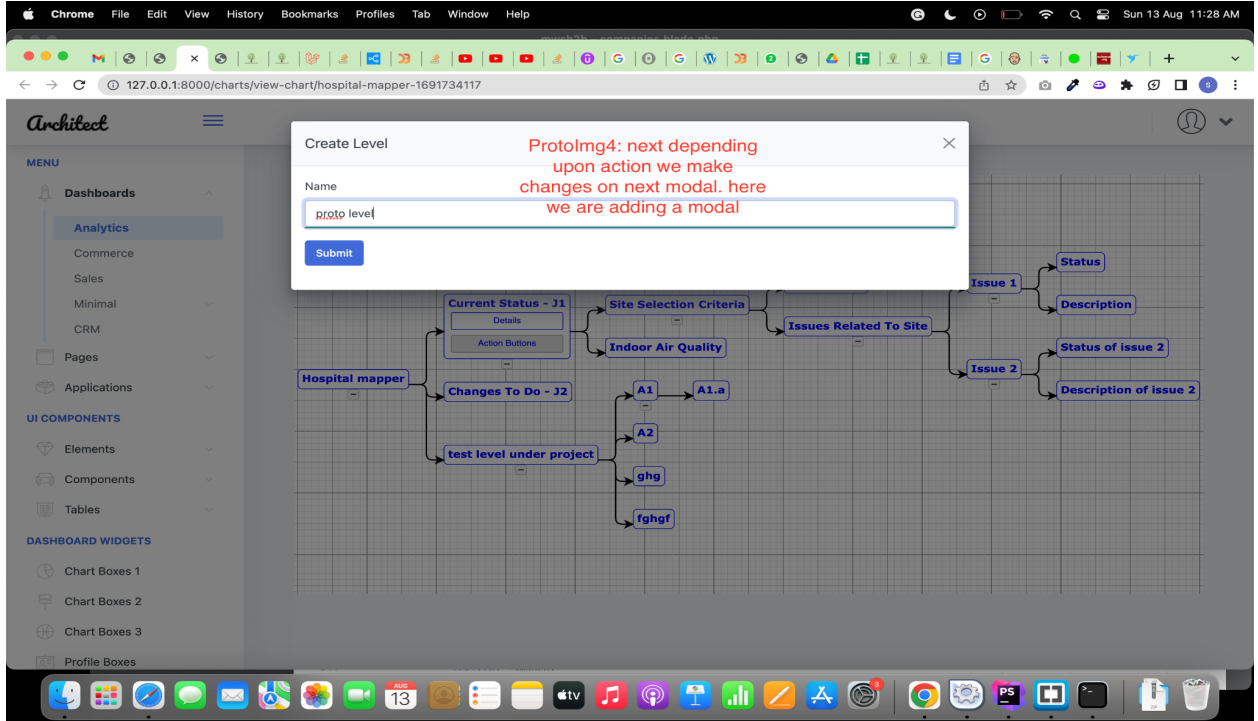
- On hover we want nodes to expand and options to show up. Options will be buttons with tooltips that will be visible on hover. Please note for working purposes make two types of tooltips, one where data is static and entered and other where data is dynamic and is coming with information with node data. After each button is clicked we will open a pop up modal. When details button is clicked ajax request will run which will get info from backend and show in a pop modal. If action button is clicked a pop up modal is clicked which will show list of buttons. For your case just create dummy modals. Modals don't need to be perfect, you can use simple bootstrap template also.



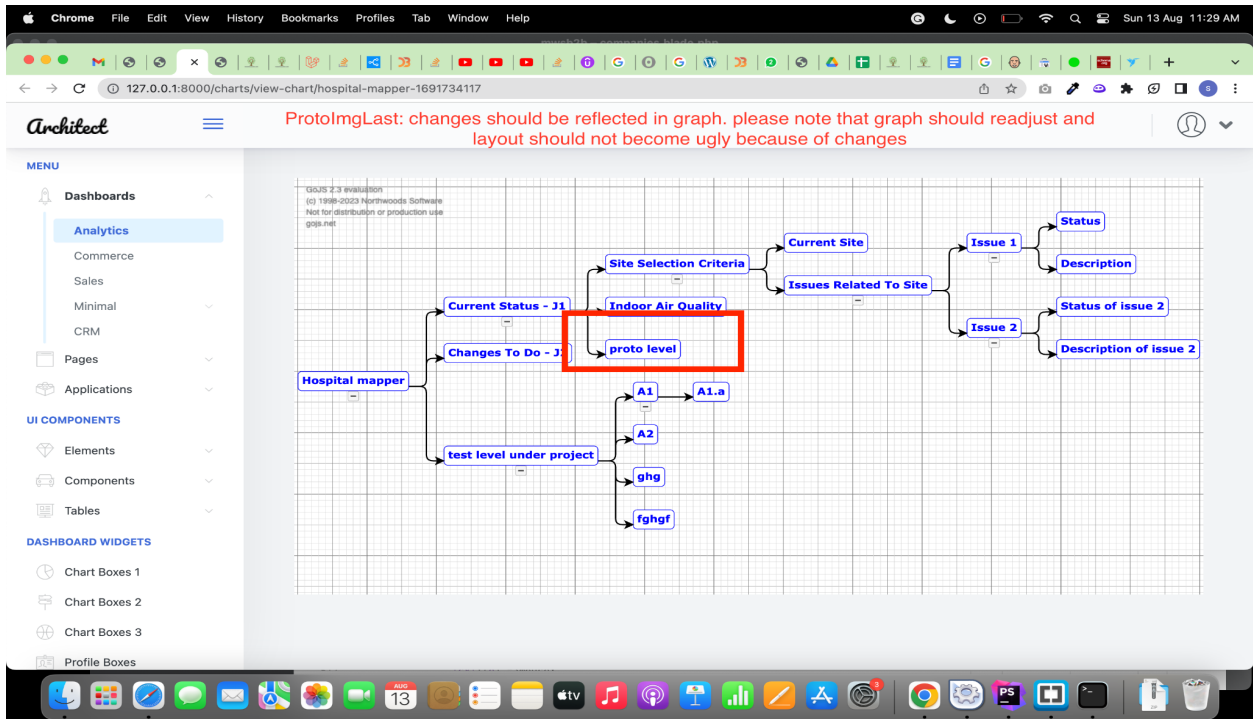
- When actions button is clicked a modal opens showing various options. Add Level and Add Element will add a new node to the node whose action button was clicked. Edit button will open a new pop up that will show details of current node in a form format that can be edited. Again for edit the modal will have a form which when submitted will be run a ajax request to backend to save data and on completion node details will be changed. We will be adding the ajax function but informing you so you can make room for it



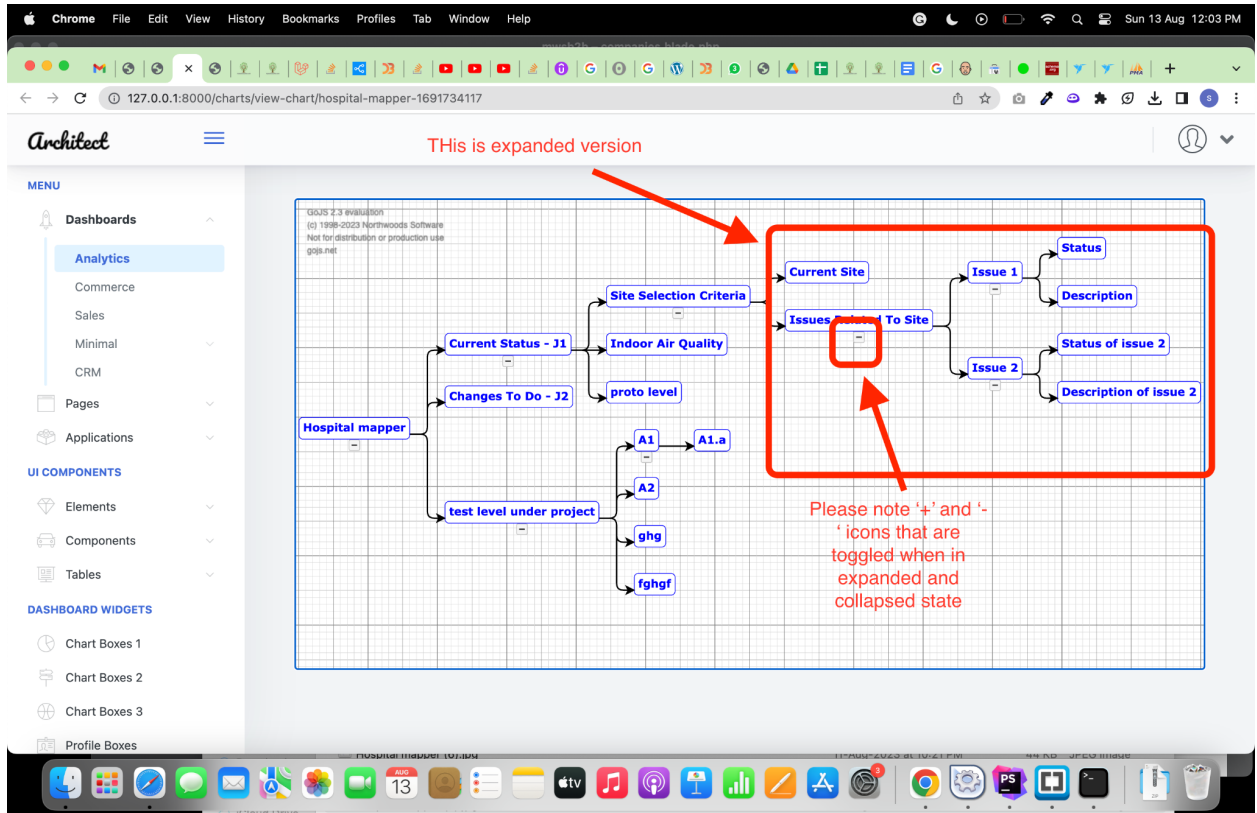
4. On clicking Add level or add element another modal opens with form. Once form is submitted, details will be saved using ajax request and after completion modal will get closed and new node will be added as child to the selected node. Please note it is important that the complete tree adjusts to make room for new node. New node should not break the layout and make the whole thing look ugly.



5. As you can see below new node is added as proto level



6. Nodes should have '+' and '-' icon which should toggle accordingly and make the child tree collapse and expand wh



en they are clicked. Please looking at images below.

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Architect

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DASHBOARD WIDGETS

- Chart Boxes 1
- Chart Boxes 2
- Chart Boxes 3
- Profile Boxes

GOJS 2.3 evaluation  
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Not for distribution or production use  
gojs.net

This is collapsed version

```
graph LR; HospitalMapper[Hospital mapper] --> CurrentStatus[Current Status - J1]; HospitalMapper --> ChangesToDo[Changes To Do - J2]; HospitalMapper --> TestLevel[test level under project]; CurrentStatus --> SiteSelection[Site Selection Criteria]; CurrentStatus --> IndoorAir[Indoor Air Quality]; ChangesToDo --> ProtoLevel[proto level]; TestLevel --> A1[A1]; TestLevel --> A2[A2]; TestLevel --> ghg[ghg]; TestLevel --> fghgf[fghgf]; SiteSelection --> CurrentSite[Current Site]; SiteSelection --> IssuesRelated[Issues Related To Site];
```

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127.0.0.1:8000/charts/view-chart/hospital-mapper-1691734117

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ProtolmgLast: changes should be reflected in graph. please note that graph should readjust and layout should not become ugly because of changes

```
graph LR; HospitalMapper[Hospital mapper] --> CurrentStatus[Current Status - J1]; HospitalMapper --> ChangesToDo[Changes To Do - J2]; HospitalMapper --> TestLevel[test level under project]; CurrentStatus --> SiteSelection[Site Selection Criteria]; CurrentStatus --> IndoorAir[Indoor Air Quality]; ChangesToDo --> ProtoLevel[proto level]; TestLevel --> A1[A1]; TestLevel --> A2[A2]; TestLevel --> ghg[ghg]; TestLevel --> fghgf[fghgf]; SiteSelection --> CurrentSite[Current Site]; SiteSelection --> IssuesRelated[Issues Related To Site]; IssuesRelated --> Issue1[Issue 1]; IssuesRelated --> Issue2[Issue 2]; Issue1 --> Status1[Status]; Issue1 --> Description1[Description]; Issue2 --> Status2[Status of issue 2]; Issue2 --> Description2[Description of issue 2];
```

7. There should be basic user interactivity buttons like -
  - a. Zoom in and Zoom out using the mouse pad and clicking zoom in zoom out buttons.
  - b. Zoom to fit button that will organize the map in available space
  - c. Download button which when clicked will download the tree map and image. Image should be in jpg form. Also size of the image should be whatever size is needed for clear view of the chart. So if the chart is big, image should be big as well.
  - d. All keyboard actions should be disabled like undo and redo actions etc.

## Important Points To Note:

1. Our node data will hold lot of information that we will need for ajax requests. So when making it is good if you keep some extra key:value pairs in your data.
2. Our node data will be of 3 categories - "project", "element" and "level". Please keep background color variation depending on the category type. Category will be part of node data.
3. The layout of tree map should visually look good to user. Please keep this in mind as this is important. Also please use responsive aspects in mind as far as possible.

## Milestones

We want to divide work in following milestone:

1. Design and map view
  - a. **Description:**
    - i. Work for this milestone is to create a basic design and share with us how the tree map will look like under different scenarios mentioned in prototypes. This is what is shown in point 1 in prototypes.
    - ii. Code part that shows basic tree map of data coming in should be visible.
  - b. **Milestone Amount:** 5000 INR
2. Hover Display and Action Buttons
  - a. **Description:**
    - i. This will cover point 2,3,4 and 5 mentioned in prototype stage. We should be able to add a node, delete a node, edit a node, view details of node.
  - b. **Milestone Amount:** 10,000 INR
3. Adding User buttons for Map Customization:
  - a. **Description:**
    - i. This will cover point 6 and 7 mentioned in prototypes.
  - b. **Milestone Amount:** 10,000 INR