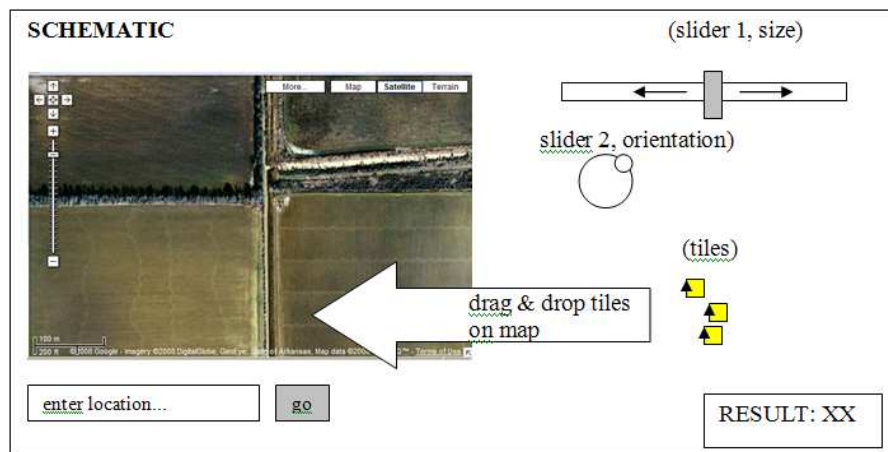


Prototype Requirements:

General specification:

1. An address is selected in a search field
2. Google maps shows the location in the highest available zoom factor
3. A box on the right side of the Google map contains
 - one horizontal slider (size)
 - one circular slider (orientation)
 - a “container” for tiles
 - a results box
4. A number of tiles are created depending on the value of the horizontal slider
5. The orientation of the tiles can be adjusted through the circular slider
6. The tiles can then be dragged & dropped onto the map
7. A results container gives out one result number, which depends on
 - the location (postcode)
 - the total surface area of the tiles that have been dragged & dropped onto the map
 - the orientation of the tiles



Detailed specifications:

Detecting the highest available zoom level

If a location is not in a major city, the highest zoom level will probably not be available. The map has to detect the highest available zoom level in satellite view and zoom to this level automatically.

Surface area of tiles depending on zoom level

The surface area of the tiles has to be displayed depending on the zoom level. On the highest zoom level a tile would therefore be larger than on a lower zoom level. Or in other words: The tile surface area has to reflect the “real” surface area in the map

“Growth” of Tiles depending on slider 1

As explained above, the surface area of the generated tiles will be determined by the value of slider 1. The number of tiles will depend on the total surface area and on the maximum size of a single tile. That means that when the value of slider 1 is increased continuously, the size of the tiles grows until they reach their maximum size. If the

value is then further increased the tiles split and then grow further (similar to bacterial growth).

Tiles orientation

The orientation of every single tile can be adjusted separately with the circular slider 2. When clicking on a single tile the slider 2 shows the according value and can be changed.

No overlapping of tiles

When the tiles are dragged & dropped onto the map it is important that one tile does not overlay another tile. Overlaying tiles should be marked red.

Design & usability considerations

This is a prototype for demonstration purposes with a limited functionality. It is therefore extremely important that design and usability are perfect. The mash-up should include flash, java and/or ajax elements that make the user experience as interactive and pleasant as possible. Especially the use of the sliders, the growth of the tiles and the dragging & dropping process need to have an “organic” and “natural” look and feel to them. We will only consider developers with a proven track record of superbly designed mash-ups.