

PDA



The PDA is the means to capture places and routes, briefly annotate them, and assign a pictogram to represent.

- Map Imagery
 - find/produce appropriate maps
 - application code to pick, render, pan, zoom
 - application code to overlay pictograms
- Data representation
 - how do we represent the necessary datasets?
 - what are the data we need to capture?
- User Experience
 - what is the user experience for the palm app?
- Instruction Sets
 - what are the instruction sets for the palm app?
 - how are they conveyed to the user?

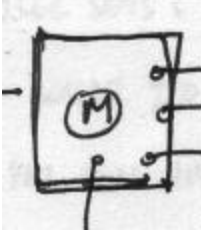
user's desktop



The user's desktop is the place where synchronization between their PDA and the PDPal mothership will occur. It is also where users will experience the PDPal "web interface", through the flash client. Possibly, some users will use an alternate data entry tool if they choose not to use a PDA.

- Conduit Architecture
 - upload vs. discrete conduit
 - Java App or native for PC and Mac platforms
- Alternate Application for Non-PDA Users
 - do we provide one?
 - and if so, is it native?
 - is it a Flash SWF meant to look like a PDA?
 - is it a Java applet?

Mothership / Application Server

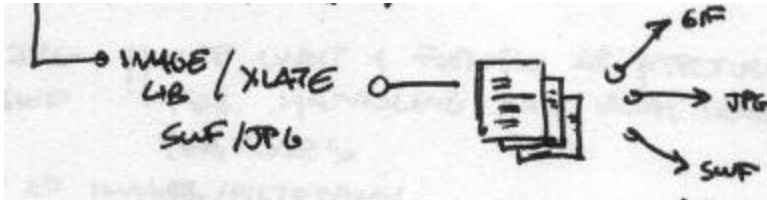


The application server lives in a network ops center somewhere.

It is the central server through which most transactions occur. User's PDA data will ultimately arrive here, the flash client will be served from here, all user data will be centralized here, including user registration.

- User Registration / Login
- Data Representation
 - XML for users' data or RDBMS?
 - DTD / Schema for data sets
 - What do we need to represent?
- Application Server
 - Tomcat / JSP
 - XML Services
- Administration
 - Tools / Operational systems to manage user data
- Data Submission
 - Translating users' Palm PDB files into appropriate data format on the mothership (e.g. XML or RDBMS)?

visual language engine

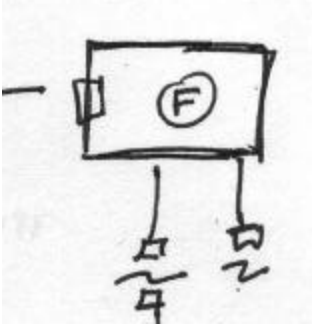


The visual language

engine is some technology that supports realizing whatever our visual language may be. It could be trivially simple – just a named folder of static images. Or, it could be robust, supporting configurable language rules, dynamic generation of pictograms, dynamic media (SWFs), support set picking to support 1-to-many mappings, and have facilities for easily modifying, configuring and “dropping-in” different languages.

- how are images produced to realize the visual language?
- what is the translation syntax for the language?
 - e.g. word -> set of images/pictograms
 - e.g. word -> set of SWFs / Flash Clips
 - e.g. word ~ filter -> set of pictograms / SWFs
- what is an architecture that supports extending / debugging / configuring the visual language in a flexible fashion?

flash client



The flash client is the visual “head-end” for the PDPal web experience. It is where the web component of the visual language is realized. Presumably, it is the main user interface for applying and rendering the results of filtering rules.

- User Experience
 - What is the flow?
 - What is the UI?