

GOVERNED TEMPLATE RENDERING REFERENCE: INTERACTION SPECIFICATIONS DEFAULT V2 (DRAFT)

definition 36cd2b13...2f10

INTERACTION SPECIFICATIONS · PROJECT ARTIFACT

SPECIRA

Interaction Specifications: Dispatch Modernization

Meridian Field Services: instructional example, not project evidence

DRAFT · WATERMARK POLICY: DRAFT_ONLY

template interaction_specs v2 · pack: specira_default_delivery
states, not pictures; wireframes own layout, this owns behavior

§1 Component State Machines

mandatory

1 decision

1 evidence rule

validators: every_interactive_component_has_full_state_machine · no_orphan_state_undefined_in_wireframe · state_token_references_resolve

The full machine per component; documenting only default and hover is the anti-pattern this table kills.

State	Suggestion card (the board's primary component)
default	Rank, technician code, reason chips (tokens: component tokens^[1])
hover	Elevation raise; the assign affordance surfaces
focus	The visible focus ring token; matches the a11y indicator (2.4.7^[2])
active	Press depression on assign
disabled	An ineligible candidate: greyed, the reason on hover (BR-01^[3])
loading	The skeleton while suggestions compute (§3)
error	suggestions_unavailable renders the full-list fallback, not a broken card (error registry^[4])

State	Suggestion card (the board's primary component)
empty	Zero eligible technicians states the reason and opens the full list (EC-01 ^[5])

Every state the board's wireframe implies has a machine here; the disabled and empty states the wireframe only hints at are specified, not left to the build.

§2 Form Validation Interaction

mandatory

1 decision

1 evidence rule

validators: validation_rules_cited_not_restated · validation_timing_specified_per_field · error_messages_explain_and_recover_never_blame

The rules live in business_rules; this section owns timing and placement.

Field	Trigger · placement	Rule (cited)
Job address / dates	On blur; error adjacent; recovery clears on valid entry	VR-04 cross-field ^[3] : the "end after start" bound lives there
reason_code (override)	On submit (a select, no keystroke)	VR-03 closed set ^[3]
Position skew	Not a form field; validated server-side; noted so the intake team does not expect a client message	VR-02 ^[3]

Error-message discipline: "Choose an end time after the start time," never "Invalid input"; success is silent where the field's validity is obvious.

§3 Loading Patterns

mandatory

1 decision

1 evidence rule

validators: loading_pattern_cites_latency_budget · loading_pattern_names_response_time_threshold · loading_states_pair_empty_and_error

Surface	Pattern · threshold	Budget (cited)
Board initial load	Skeleton (layout-bearing: the grid renders before data) · under the 1-second direct-manipulation feel	NFR-P1 ^[6]

Surface	Pattern · threshold	Budget (cited)
Suggestion computation	Spinner inside the card · instantaneous-to-1s; past the 2-second boundary it degrades to the full list (<u>FLW-01^[7]</u>): the empty-and-error pairing	<u>NFR-P2^[6]</u>
Assignment write	Optimistic : the card renders assigned immediately, rolling back on stale_version (<u>error registry^[4]</u> , <u>reconciliation^[8]</u>)	success near-certain; perceived latency decouples from the round trip

Every pattern cites its budget; none assumes a number.

§4 Transitions & Motion

mandatory

1 decision

1 evidence rule

validators: motion_is_purposeful_not_decorative · motion_duration_from_design_tokens · motion_has_reduced_motion_fallback

Motion	Purpose · duration	Reduced-motion fallback (in this entry)
Suggestion panel slide-in on job select	Continuity (the panel comes from the selected row); duration/easing from the motion tokens (<u>motion tokens^[1]</u>)	An instant cross-fade, no translate (<u>reduced motion^[2]</u>)
Stale-badge pulse on a disconnected board	Feedback (attention to staleness)	A static badge, no pulse

Decorative motion: none; a transition without a purpose was cut at review. Every motion carries its fallback; none is a follow-up ticket.

§5 Keyboard Shortcuts

conditional · power-user shortcuts exist, ENGAGED

1 decision

1 evidence rule

validators: shortcut_map_has_no_reserved_chord_conflicts · shortcuts_have_discoverability

Chord	Action	Conflict check
J / K	Move job selection	No OS/browser/screen-reader conflict
Enter	Assign the top suggestion	Clear

Chord	Action	Conflict check
0	Open the override panel	Clear
/	Focus search	Scoped to the board canvas so it does not steal the browser quick-find

Discoverability: "?" opens the shortcut sheet; each is hinted in its control's tooltip. No reserved-chord collision; the conflict check ran and is recorded.

§6 Focus Management

mandatory 1 decision 1 evidence rule	
validators: focus_management_cites_a11y_contract · focus_order_matches_logical_order	
Interaction	Focus rule (cites the a11y contract)
Route → exception-review view	Focus lands on the view heading (2.4.3 focus order ^[2])
Override modal	Focus traps inside on open, restores to the triggering card on close (the dialog contract, modal contract ^[2] , not re-specified here)
Live position updates	A POLITE live region (announced without stealing focus), the high-risk surface the a11y mapping named (4.1.3 ^[2])

Focus order matches the visual grid; the indicator is the design system's focus token. Every rule cites its contract; none re-derives the dialog mechanics.

§7 Open Questions

mandatory 1 decision			
Question	Owner	Answer by	Blocks
Does the "/" search shortcut scope conflict with a screen-reader user's expectation of the browser find (the canvas-scoping needs an AT test to confirm)?	UX owner with the QA owner	At the accessibility audit	The shortcut map's search row only

Refs

References & Package Contents

In the Specira workspace

specira	[1] Design system brief: component tokens, motion tokens app.specira.ai/projects/dispatch-modernization/artifacts/design-system-brief
specira	[2] Accessibility requirements: 2.4.3, 2.4.7, 4.1.3, the modal contract, reduced motion app.specira.ai/projects/dispatch-modernization/artifacts/accessibility-requirements
specira	[3] Business rules: BR-01, VR-02, VR-03, VR-04 (the rules, cited) app.specira.ai/projects/dispatch-modernization/artifacts/business-rules
specira	[4] API contracts: the error registry (stale_version, suggestions_unavailable) app.specira.ai/projects/dispatch-modernization/artifacts/api-contracts#errors
specira	[5] Edge case analysis: EC-01 the empty set app.specira.ai/projects/dispatch-modernization/artifacts/edge-case-analysis#ec-01
specira	[6] NFR catalog: NFR-P1, NFR-P2 (the latency budgets) app.specira.ai/projects/dispatch-modernization/artifacts/nfr-catalog
specira	[7] Process flows: FLW-01 the 2-second degradation boundary app.specira.ai/projects/dispatch-modernization/artifacts/process-flows#flw-01
specira	[8] Real-time architecture: the optimistic reconciliation app.specira.ai/projects/dispatch-modernization/artifacts/realtime-architecture#reconciliation