

CONTENT DOCUMENT

Screen No:	1.0	Back:	None	Next:	None
Main Heading	Main Menu				
Sub-Heading:	None				
Main Text:	None				
Elements:	Template:	Refer to “Design Document” Appendix F for “Main Menu Screen Interface Design”			
	Graphics:	Image 1:	None		
		Image 2:	None		
	Animation:	File 1:	None		
		File 2:	None		
	Video:	Movie 1:	None		
		Movie 2:	None		
	Audio:	Audio 1:	None		
		Audio 2:	None		
	Pop-up Win:	Pop-up 1:	None		
		Pop up 2:	None		
	Interactions:	Buttons:	Introduction:	Link:	This button links to the “Introductions Module”.
Rollover Text:				Welcome and overview of this training program.	
Behavior:				Should follow the same behavior as Rollover 1 (Eighth Note). Refer to “Style Guide”.	
Tutorials:			Link:	This button links to the “Tutorials Module”.	
			Rollover Text:	Build your problem-solving skills via the virtual podium.	
			Behavior:	Should follow the same behavior as Rollover 1 (Eighth Note). Refer to “Style Guide”.	
Practice:			Link:	This button links to the “Practice Module”.	
			Rollover Text:	Practice your problem-solving skills via virtual podium.	
			Behavior:	Should follow the same behavior as Rollover 1 (Eighth Note). Refer to “Style Guide”.	
Reflections:		Link:	This button links to the “Reflections Module”.		
		Rollover Text:	Reflect, analyze, and compare your decision-making strategies with an expert.		
		Behavior:	Should follow the same behavior as Rollover 1 (Eighth Note). Refer to “Style Guide”.		

		Assessment:	Link:	This button links to the “Assessment Module”.
			Rollover Text:	Test your knowledge, skills, and performance through an advanced learning management and decision support system.
			Behavior:	
		Credits:	Link:	This button links to the “Credits Screen”
			Rollover Text:	None
			Behavior:	Should follow the same behavior as Rollover 2 (Sharp Symbol). Refer to “Style Guide”.
		Exit:	Link:	This button will close the application
			Rollover Text:	None
			Behavior:	Should follow the same behavior as Rollover 2 (Sharp Symbol). Refer to “Style Guide”.
	Links:	Link 1:	None	
		Link 2:	None	
	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		