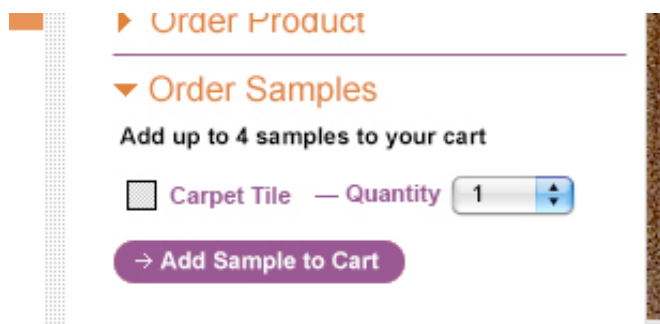


Sample Add to Cart From Product Detail Page

There are 4 "add Sample to cart" scenarios. Each one requires the user to be logged on as does ordering material.

Physical samples

For the most part most products will fall under this option. If the product only has a "fuzzy" sample available for checkout then the UI for adding this to the user's cart from the product detail page will look like the image below.

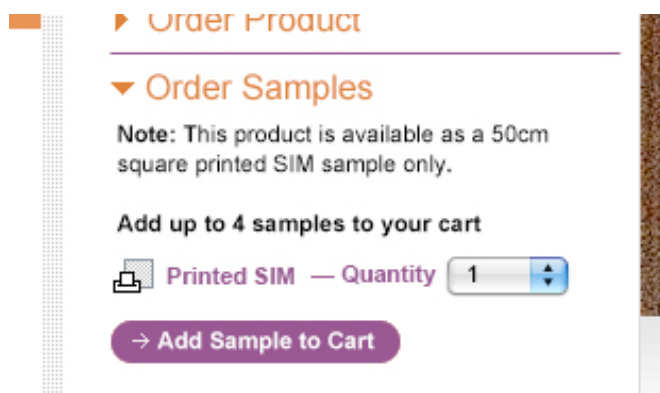


Requirements

1. From the quantity pulldown the user may select up to 4 samples to add to their cart
2. "1" is defaulted in the pulldown

SIM (Print) Only

Sometimes products are only available as a SIM (no fuzzy option), these products are usually known as "Standard" products. If a product is a standard option product then the interface will be similar to the UI noted above however it will have these additions.

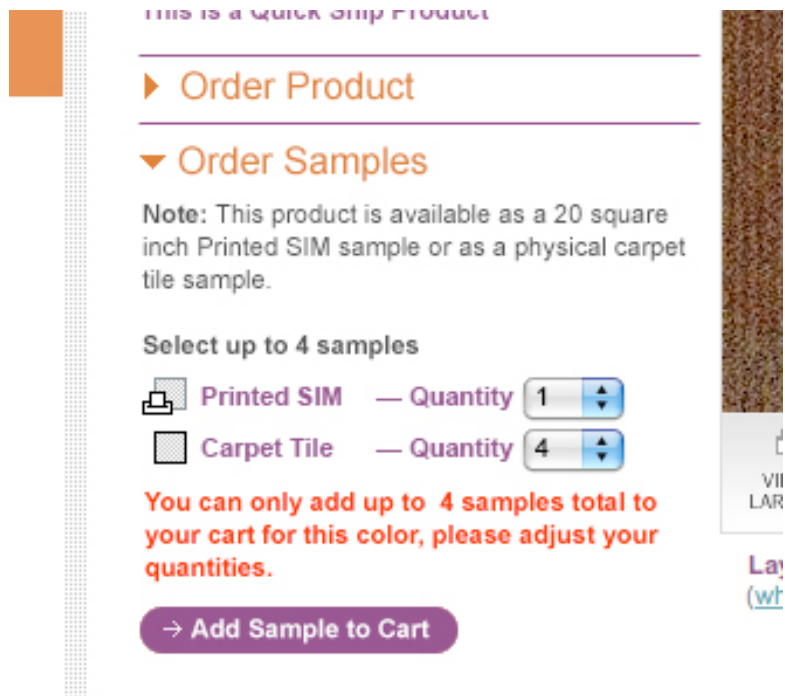


Requirements

1. Below the order samples and before the quantity line there needs to be this messaging: Note: This product is available as a 20 square inch printed SIM sample *only*. – real copy TBD
2. Customers are allowed to order up to 4 prints
3. 1 is defaulted in the quantity pulldown

SIM (Print) Plus Physical

Some products will be available as a Printed SIM or Fuzzy sample. In those cases the UI on the product detail page should display the interaction noted below. **An example of this would be Entropy/i2 products however these are not currently set up yet to do this function.**



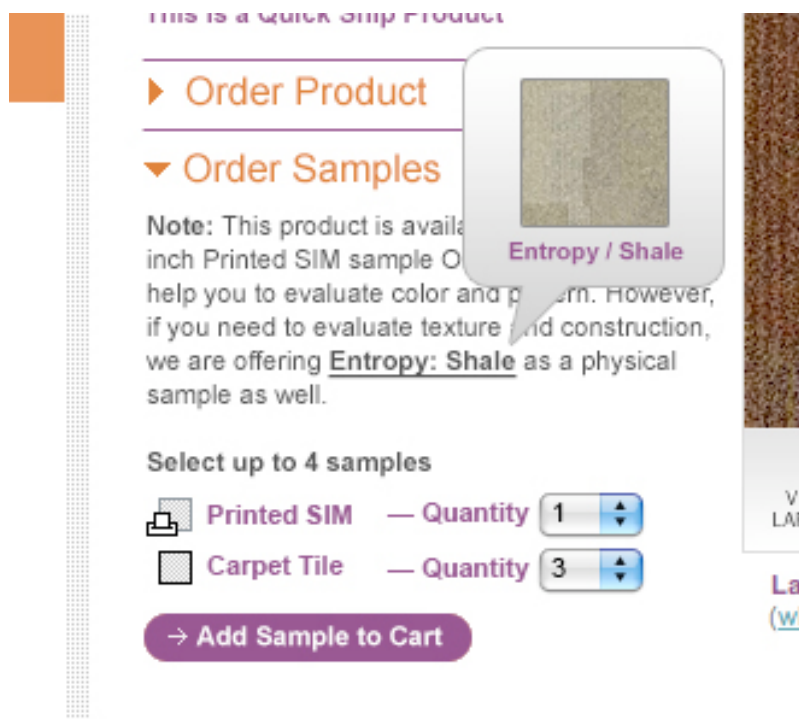
Requirements

1. Below the order samples and before the quantity line there needs to be this messaging: Note: This product is available as a 50 cm. square printed SIM sample or as a physical sample.
2. The first option is for printed sims
 - a. From the quantity pulldown the user may select up to 4 samples to add to their cart
 - i. "0" is defaulted in the pulldown
3. The second option is for a fuzzy sample
 - a. From the quantity pulldown the user may select up to 4 samples to add to their cart

- i. "0" is defaulted in the pulldown
- 4. The user can only add up to four samples total, so this is a combination of both pulldowns. If the user exceeds the allotted amount then they should be given an error as demonstrated in the mock-up.
 - a. The error should display when the action occurs – so it should display before the add to cart button is selected
- 5. When the user selects an amount in one of the pulldowns the other pulldown should reflect the amount change, so for example, if quantity pulldown 1 has 2 samples as the selected option then the next pulldown should have options 3 and 4 dimmed while 0 through 2 are still active. However even though the options are dimmed they should still be selectable

SIM (Print) Plus Physical Samples – Virtual Collections

Some products will be considered "Virtual", for example, Pictorials. These virtual products will be available as a Printed SIM to let the customer get the color they are looking for, however there will only be one physical sample in one colorway for each pattern that the customer may order. In those cases the UI on the product detail page should display the interaction noted below.



Requirements

1. Below the order samples and before the quantity line there needs to be this messaging: Note: This product is available as a 50 cm. square Printed SIM sample ONLY. The SIM will help you to evaluate color and pattern. However,

- if you need to evaluate texture and construction, we are offering PRODUCT as a physical sample as well.
2. The word "PRODUCT" in the message should be replaced with whatever physical tile is the sample of choice for the particular style/pattern/color the customer is viewing
 - a. The PRODUCT word replacement should be "Style name: Color Name"
 - b. It should be bolded and hyperlinked to the product detail page for that style and color
 - c. When the customer hovers over the link, a small tool-tip/balloon should popup displaying a 60x60 thumbnail of the physical tile being offered plus the Style Name / Color Name underneath the thumbnail
 - i. The tool tip does not have to be sticky, so once the user hovers away from the link the balloon should go away.
 3. The first option is for printed sims
 - a. From the quantity pulldown the user may select up to 4 samples to add to their cart
 - i. "0" is defaulted in the pulldown
 4. The second option is for a fuzzy sample
 - a. From the quantity pulldown the user may select up to 1 samples to add to their cart
 - i. "0" is defaulted in the pulldown
 5. The user can only add up to four samples total, so this is a combination of both pulldowns. If the user exceeds the allotted amount then they should be given an error as demonstrated in the mock-up in the previous example.
 - a. The error should display when the action occurs – so it should display before the add to cart button is selected
 6. When the user selects an amount in one of the pulldowns the other pulldown should reflect the amount change, so for example, if quantity pulldown 1 has 2 samples as the selected option then the next pulldown should have options 3 and 4 dimmed while 0 through 2 are still active. However even though the options are dimmed they should still be selectable