

ID	State	Freeze-in	Available Gestures	Result	Freeze-out	URL to Node.js			Data Passed (from node to socket)	Actual json received
0	Idle	0	Stand-In	Identifying	1	/identifying			nil	
1	Identifying		Stand-Still (2 sec) Walkaway	Identified	1 3	/identified/(int number) /idle	(0~4)		Image of person, name 15 Random Image URLs	io.sockets.emit('identified', {user: {name: name, photo: photo_url}}); {photos:photoArray}
2	Identified	0	Stand-Still (1 sec) Walkaway	Photodesk	1 3	/photodesk /idle			4 quadrants of X pictures	
3	Photodesk	1	Swipe Left Swipe Right Two-hand Grab Two-hand Drag (finish) Walkaway	Previous Desk Next Desk Hovering Start Browsing	0.5 0.5 0.5 3	/photodesk/swipeleft /photodesk/swiperight /photodesk/hover/(qdr) /browsing/(quadrant)[1] /idle	(1~4) (1~4)		4 different quadrants of X pictures "" quadrant picture data (URLs with ratings)	
4	Browsing	1	Swipe Left Swipe Right Two-hand Grab (at body center) Double Swing Walkaway	Scroll Right Scroll Left Start Rating Back to Photodesk	0.5 0.5 1 2 3	/browsing/scrollright/(amt) /browsing/scrollleft/(amt) /rating /photodesk /idle	(1,3,10) (1,3,10)		nil nil nil 4 quadrants of X pictures ""	
5	Rating	0	Adjust Right Hand Hold (5 sec) Double Swing Walkaway	Adjust Rating Browsing Back to Browsing	0 1 2 3	/rating/(int number) /rating/finish /browsing /idle	(1~5)		int int (tyler would love to get current rating if possible emitted back to server to save to db only once) 15 Random Image URLs	
	Universal		User is in range User is at the sweet spot User is our of range	Display gray user icon Display green user icon Remove user icon		/usericon/gray /usericon/green /usericon/none				

1. Quadrants (ccw from 1st quadrants)

2 | 1

- + -

3 | 4