Final confirmed interaction & layout description

1) Load page (default overview state)

Visible layout

- **Top-left:**
  World map (aggregated view)

    - Shows **number of projects per continent**, *not* individual project dots.

    - This is the same aggregation style as the first "map zoom" state.

- **Top-middle:**
  Sankey diagram

    - Flow: **Challenge → Project Type**

    - Gives a conceptual overview of how challenges map to solution types.

- **Right side (persistent):**
  Filter panel

    - Always visible.

    - Filters apply to *all* views on the page.

- **Bottom-left:**
   Bar chart

    - Number of projects per **project type**.

- **Bottom-middle:**
  Donut chart

    - Distribution of **project process/status** (e.g., completed, in progress).

Coordinated interaction on load page

- Selecting a **project type** (bar chart or filter):

    - ✅ Map → continent counts update to reflect only that type

    - ✅ Donut → shows status distribution for that type

    - ✅ Sankey → selected type is highlighted in challenge → type flow

At this stage, **no individual projects are ever shown** - everything is high-level and aggregated.

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2) User clicks on the map (map-focused view)

Layout change

- The **map expands to full screen**
- The **filter panel remains on the right**
- Other visualizations disappear

Map content

- Still shows the **world map**
- Still **aggregated by continent**
- Counts reflect current filters/selections

This state is visually different (map-dominant), but **data granularity is unchanged** from the load page.

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3) Zoom into a continent (detailed map view)

Map behavior

- Map remains **full screen**
- Filter panel remains visible
- Aggregation disappears

What is shown now

- Each **dot = one project**
- Dots are placed at **geographic project locations**
- This is the *first* time individual projects become visible

Zooming **only affects the map**, not filters or selections.

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4) User clicks on a project (project detail view)

Interaction

- Clicking a dot opens a **project detail panel**
- Panel covers ~**80% of the screen**
- Map may be faintly visible behind it (context only)

Project detail includes

- Project name

- Location

- Cost

- Status

- Other key factual attributes

Comparison feature

- Option in **top-right** to compare projects

- **Maximum of 3 projects** can be selected at once

- Prevents visual clutter

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5) Return to load page

- User exits project view / zoom

- Interface returns to the **original overview dashboard**

- Aggregated world map + all coordinated charts reappear

Core design principles (now very clear)

- **Progressive disclosure**

  o Overview (continent counts)

  o → Geographic detail (dots)

  o → Project detail (facts + comparison)

- **Separation of concerns**

  o Charts = conceptual & categorical understanding

  o Map = spatial exploration

  o Filters = global control

- **Consistency**

  o Load page and initial map zoom use the *same aggregation logic*

  o Users never see dots until they explicitly zoom into a region