Introduction to Programming II Project Log

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| **Project title:** | Final Project – Gender Distribution in the Video Games Industry |
| **Topic:** | Week 14 - Gathering Data and creating a basic structure |
| **What progress have you made this topic?** | |
| I have successfully collected data, created a .csv file, outlined a “skeleton” of my extension and wrote in some basic layouts for it. The scripts I used were mostly taken from the existing project, studying how to create a new data visualization from scratch. | |
| **What problems have you faced and were you able to solve them?** | |
| There is surprisingly a lack of documented statistics on the issue of gender diversity. Thus the only reputable one found contained only 6 entries. I believe that the technical scope of the project should expand to cover the low amount of data entries. Therefore, I plan on being able to examine singular entries through hovering and clicking on them. This will raise the complexity of the project but ultimately will allow me to retain to my chosen topic. | |
| **What are you planning to do over the next few weeks?** | |
| I need to create a graph, examine how the pie chart object works, implement the graph and bar chart by working through the data. Furthermore, through testing, I found no viable way of using the “MousePressed()” function of the p5.js library in the context of constructor functions, therefore I will find a way to do it manually using the event system of base JavaScript. Next, I will implement a function/s to detect whether the mouse is hovering and pressed down onto a selected bar. This will then stop drawing the bar chart and draw the pie chart for the selected data entry. A simple back button will take the user back to the bar chart. | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| I believe I am currently on target to completing the project. | |