Introduction to Programming II Project Log

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| **Project title:** | Final Project – Gender Distribution in the Video Games Industry |
| **Topic:** | Week 18 – Drawing the Bar Chart and Detecting Hovers |
| **What progress have you made this topic?** | |
| I have managed to draw the bar chart, and created a function to detect hovers. It was a straightforward process, however it had its difficulties. | |
| **What problems have you faced and were you able to solve them?** | |
| One issue was the size of the bar, I needed to create a fake bar where the male/female/other value was at a specific percentage divisible by 5 to be able to track whether it is scaled correctly. Another issue was hovering – I decided on having a global boolean value of whether the mouse is hovering over a bar or not. This was incredibly inadequate as with testing, the value would constantly differ from true to false when it should have been true, as each hover check was happening for every bar, there was no way to have that value statically stay true, possibly causing issues with a user clicking and nothing happening. Therefore, I decided to treat each bar as a separate object with its own hover boolean value. This way, there is no chance of empty clicks happening. | |
| **What are you planning to do over the next few weeks?** | |
| I need to communicate to the user when they have hovered over the bar, make it easy to understand that it is a clickable object. Then, finally, implement the pie chart and back button. | |
| **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 almost finished with the project and made some strides in the development process. However, I also think I am at the hardest part, currently. Regardless, I will be taking the following week off for a beach vacation and do my best to get back on target later. | |