## Homework 3: Creating a Map

Due Date: 9/26/2018

Everyone loves maps, they like to zoom to where they live, where they’ve been, and it often places valuable context about their neighborhood, country and world. Students will create a series of leaflet maps with polygon, marker and raster data. Map data can be spatial data from any resource, but all layers should be in the same general region. (World Maps are fine)

Map will include:

* Basemap
* One layer of points
* One layer of lines
* One layer of polygons
* A legend which helps users identify what they are looking at

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Standard | Weight | 100-90 | 80-89 | 70-79 | 60-69 | 50-0 |
| Code Standards | 20 | All code meets Style Guide standards | Most code meets Style Guide standards | Some code meets style Guide standards | Little code meets Style Guide standards | No code meets Style Guide standards |
| Git Commits | 30 | All git commits are clear | Most git commits are clear | Some git commits are clear | Few git commits are clear | No git commits are clear |
| App functionality | 60 | All assigned and extra elements and portions of the app work as expected | All assigned and a few extra elements and portions of the app work as expected | All assigned elements and portions of the app work as expected | Some assigned elements and portions of the app work as expected | None of the assigned elements or portions of the app work as expected |
| User Interface | 40 | All UI elements are clearly labeled and function properly | All UI elements are labeled and function properly | All UI elements function properly | Some UI elements function properly | No UI elements are labeled nor function properly |