Raphael JS

Raphael Tutorial: http://code.tutsplus.com/tutorials/
Interactive map example: http://jsfiddle.net/allankiezel/FJrNN/

Pros	Cons
- provides built in shapes - Several built-in animations - easy to code several things with SVG quickly - well documented - follows W3C SVG standards, so every graphical object you create is also a DOM object, so you can attach JavaScript event handlers or modify them later - Very extensible architecture - focus on interaction with drawn elements through clicking, dragging and touch - The library is more oriented toward "freehand" drawing and animations rather than charts but gRaphael is a Raphael extension to help you easily create graphs and charts.	- Not the best with editing of already existing elements - is a layer over the actual SVG markup - difficult to do more complex things with SVG(ex. Groups)

-supports:
- Chrome 5.0+
- Firefox 3.0+
- Safari 3.0+
- Opera 9.5+
- Internet Explorer 6.0+

Raphael is currently the most popular library for working with SVG due to the fact that it supports so many browsers. However, supporting so many browsers is limiting and means that it can't implement the latest developments, instead relying on a common subset of SVG features. I think that Raphael JS would be a good option for our project, although if we are willing to give up support on some of the older browsers then Snap would be much more useful.