

Interactive Visualization Hw4

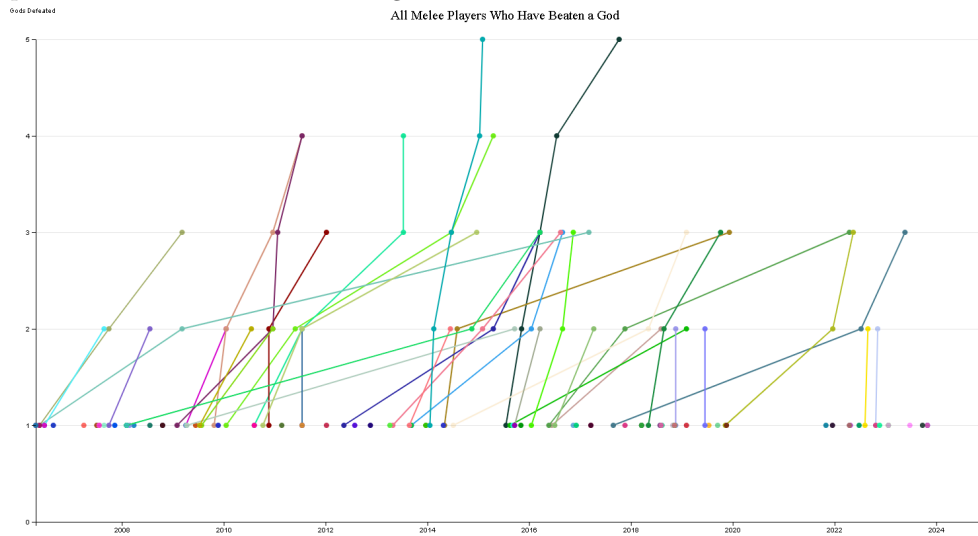
Andrew Bank

January 2024

1 Background

<https://andrewkbank.github.io/FiveGodsDefeated/>

The graph is a line graph where each line is a Super Smash Brothers Melee player who has beaten one of the "5 gods." The 5 gods are Mew2king, Mang0, Hungrybox, Armada, and PPMD, and for most of the history of Melee, they have been considered nearly unbeatable. As such, it is a considerable accomplishment to defeat one of the 5 gods.



Each point on a player's line represents the date at which they beat one of the 5 gods, and how many of the 5 gods that player has beaten up to that point.

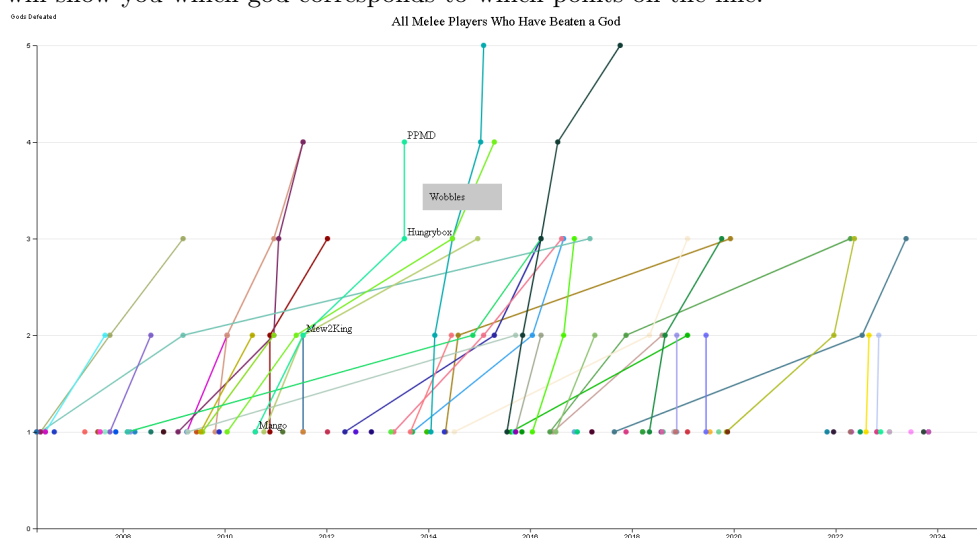
2 Instructions

<https://andrewkbank.github.io/FiveGodsDefeated/>

Click the link to go to the Github pages deployment of the graph. No need to run any of the files.

To interact with the graph, simply hover over the line you would like to inspect.

It will show you the player that the line represents in the gray box, and it will show you which god corresponds to which points on the line.

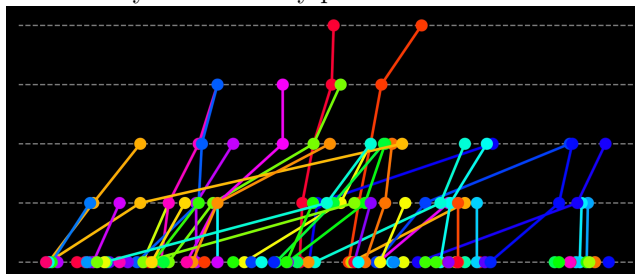


In this example, we have hovered over Wobbles's teal line.

3 Storyboarding

...

An early version of my plot looked like this:

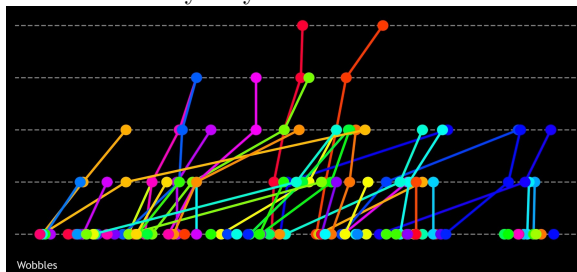


However, I lacked a way to show which player corresponded to which dot.

The original idea that I implemented was to just label all of them, but that was very messy. A legend couldn't properly cover every line since there are too many lines.

However, with D3, I was given inspiration to revisit this project and implement interaction. Being able to select a singular line would make naming easy, since we would only have to show one name at a time.

My first idea was to just put the name at the bottom of the plot, especially since it was very easy to do in html.



Then, I got the idea to label each point on the player's line with the god defeated.

Finally, I managed to place the player name next to the cursor, which brought us to our final result.