Ashley Rojas
November 10, 2021
Prof. Ellie Frymire

<u>Prospectus</u>

For my project, I will be expanding upon my capstone project by using d3.js that we learned in class. My capstone, Mapping Flood Myths, will look at flood myths and legends created by pre-scientific cultures and map the locations of these myths on an interactive web map. My focus from our lessons will be making the map interactive, though I am also using d3 for other aesthetic visuals on the website. The menu for the website will be a wave that is created using the path function from d3. The map will be plotted using d3 geographic projections and interactivity added to the map using hover for the points and showing data for each flood myth. Outside of the framework of the website (i.e. header, footer, map container), all data on the page will be rendered using d3 to make the information dynamic, should there be changes in the data. In addition to the main page with the map, there will be a "database" page that will have the data that was collected for these stories in a table format. The table will be rendered using d3 for the same reasons above.