So most of the data I collected was kind of useless. The cities were important to map because they helped me created the territories. This was the primary goal of the project.

A choropleth map is useless here – I don’t think it works with the distance data.

A proportional symbol map doesn’t do much either.

I hard coded the points in… I’m sorry I just became very frustrated with my CSV and it turned out I didn’t want to display all of the points…

This becomes cumbersome when I have to that for the lines (And the mouseover) – I should build better data structures in the future – fortunately there are only about 15 territories.

*Things I still need to do which should be easy…*

1. Make the map larger (I think I’ll be able to figure this one out)
2. Change the bootstrap template
3. Enter the rest of the data in.

*Things I need help with that I could use some guidance with…*

1. The user interactivity of this map is currently a window that appears when the user mouses over a line that connects the two furthest places. It displays the following information: **I’ve only done this for the three lines on the west coast**

(I will eventually change the appearance of the text in the popup – the lines should also be thicker which isn’t hard to do)

1. The name of the territory
2. The two cities that are furthest away in the territory
3. How long it takes to drive between these cities and major roads you travel on
4. The name of a story that happened in that geographic area/territory (With a hyperlink for more reading/watching)
5. The main character in the story

So the question is… what can I do to make this basic concept (you can see the territories, the length of distance between two cities in a territory, and see various information in a window) more user friendly?

1. The window needs to stick around for a while so the user can clink the link.
2. A solid fill for the territories would be nice. I don’t want them to be transparent. (I explored this and when I use ‘fill’ for the correct css properties it turns the whole map space a singular color) Having the name of each territory permanently on the map might be nice as well (regardless of where the user hovers/clicks)
3. I would like the user to manage these lines in some way. As you can see they crossover and it’s pretty messy. Is there a way that the drop down menu could give users options on what territory to pick. The choice of a territory would activate the line/information that corresponds to that territory.

Could we accomplish this by making these lines invisible and then when the user mouses over the lines they would appear (I remember doing something like this in Leaflet)?