

1 Goals

This project tries to give a comprehensive overview of gun possession around the world as well as gun-related statistics such as crimes, selling, etc. It tries to do it in an interactive fashion that favours visualisation over text, using an interactive map and other interactive visualisations, such as *plots* and *pop-ups*.

It has the objective of giving accurate information in a engaging way. There is the possibility of a quizz page where users can answer to quizzes about some of the statistics. However, this is considered and extra for now.

2 Tools used

We are intending to use various tools and principles. In the moment, to have the functional sketch, we are using *Leaflet* to produce the interactive map, using HTML, JavaScript and CSS to personalize the maps.

However, we might use more tools and principles learnt in class. We may use *D3.js* from class 4.2 to implement part of Intro Page. Moreover, we are thinking of using *Lodash* to implement some of the JavaScript logic for all of the pages, learnt also in class 4.2. To be able to visualize some parts of the dataset on the Home page, we might need the help of *Crossfilter* to explore the dataset, as learnt in class 5.2.

To choose some of the colours present in our design, we need the code of the colour, or even maybe a colour palette. To do that, we were thinking of using *I Want Hue* or *chroma.js*, learnt in class 6.1. In order to enhance our final visualisation, we thought of being guided by the principle of Technique-Driven Design, as we saw in class 7.1.

Finally, to store the maps we use the format *.geoJSON*, as learnt in class 8.2.

3 Breaking it down

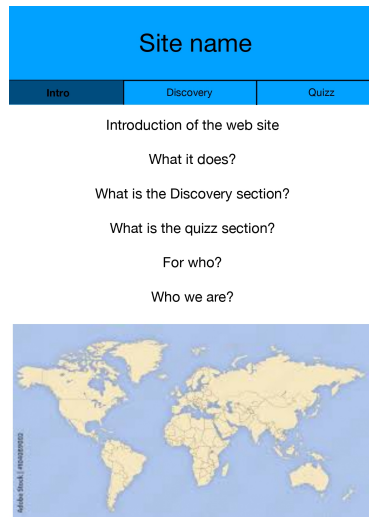
The most obvious division of the work is into the different pages we want to deploy. The **World Map** implementation is independent from the **Home Page** implementation.

We also intend to implement, as to provide more interactivity with the user, a **Quiz Page**, which is supposed to present quizzes that the users should (or may be) able to answer after going through (or simultaneously) the map. This idea is however extra, since it could be dropped without endangering the meaning of the project.

Afterwards, we might divide each page into single components. As an example, we might divide the home page into sub visualisations, which can be deployed independently, one after another into a sort of scrollable page.

The map implementation can be subdivided into the different *pop-ups* from the different countries, but the style between those need to be aligned.

4 Sketches



(a) Home Page



(b) Discovery Page



(c) Quizz Page