

Milestone 2 (Friday 6th May)

The initial version of our website is accessible on <https://dvpatricks.github.io/index.html>

Figure 1 (WHO ARE THE TOP GAME COMPANIES?)

- **Introduction** Every bubble represents a company and the size of each bubble means the number of games that corresponding company publishes. When we move our mouse to a specific company, the circles with mouse on would become large; and at left side there would appear top 6 games of that company. When we move out the mouse, the size of circle would return to normal size and the games would disappear.
- **Usage** This graph can vividly show the circulation as well as market share of different game companies. What is more, for a specific game, you can find the most popular games published by it so as to have a basic impression on it.
- **Progress** In the next milestone, we would change the color of bubbles into the logos of corresponding companies. Besides, we would provide the real data of a specific company when moving mouse on it. (Currently, it is static which means that now it would always show the same figure about six top games.)

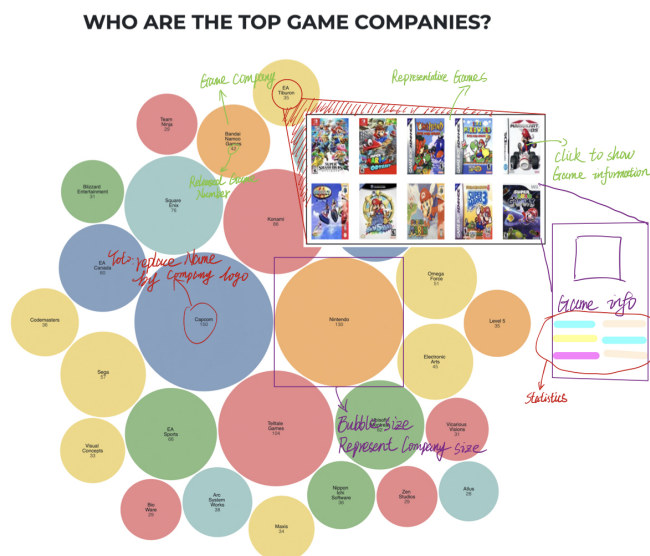


Figure 2 (WHICH PLATFORM WILL YOU CHOOSE?)

- **Introduction** It is a **ranking** bar chart that count the number of games released per platform per year from 1995 to 2021. Every annual data will last for about three seconds and we also draw a transition animation between two frames to present the chance process. When users hover their mouse on the plot, the animation will pause and wait for a further check from the users. When users move their mouse from the plot, the animation will continue to play.
- **Usage** This is a module for entertainment. For a game enthusiast, this module can help users understand the history and current status of various game platforms.
- **Progress** The current progress we made in this module is we have implemented the initial data race demo. It still needs to be prettified and add hover events. The figure below is a demo and shows what we have done for now. We add some comments on the sketch to describe features and functions of our module.

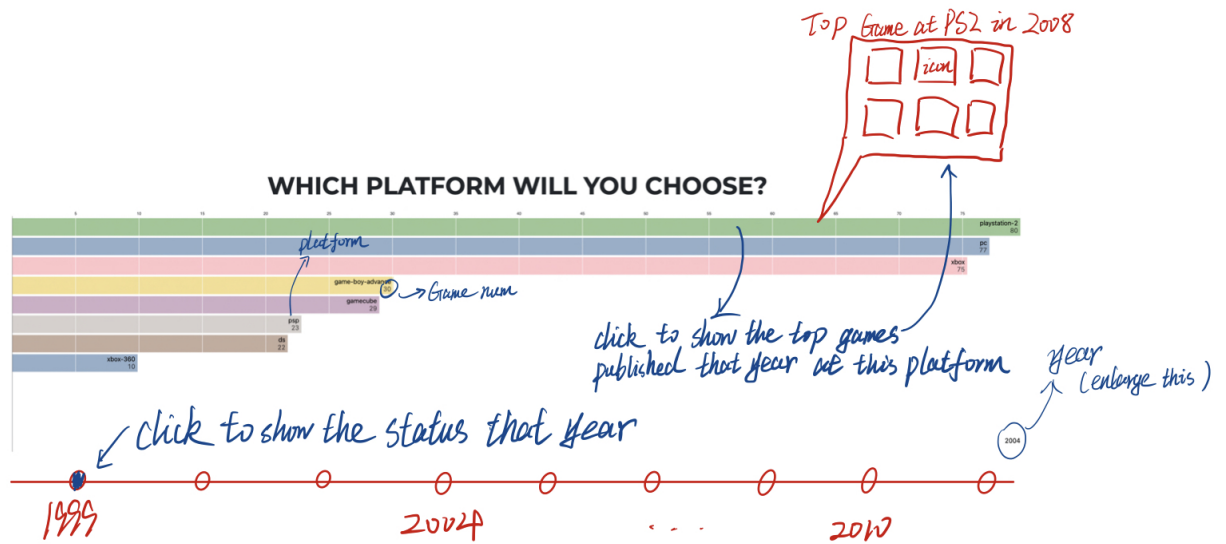


Figure 3 (MAYBE SOME RECOMMENDATION?)

- **Introduction** In the circle, a group of points represents the games from a company. The links between points represent similarity between two games with respect to genre, rating(E, M, T etc), and type(multi/single player). When we move our mouse to a point, it would highlight links from this point to other points, namely games.
- **Usage** This graph can help game players to find out some games that are similar to their favorite games. Besides, it can also help companies to find their competitors. As for investors, they can have a better understanding of the games that they invest.
- **Progress** In the next milestone, we want to deliver more information via the links like the similarity ratios corresponding to genre, rating(E, M, T etc), and type(multi/single player).

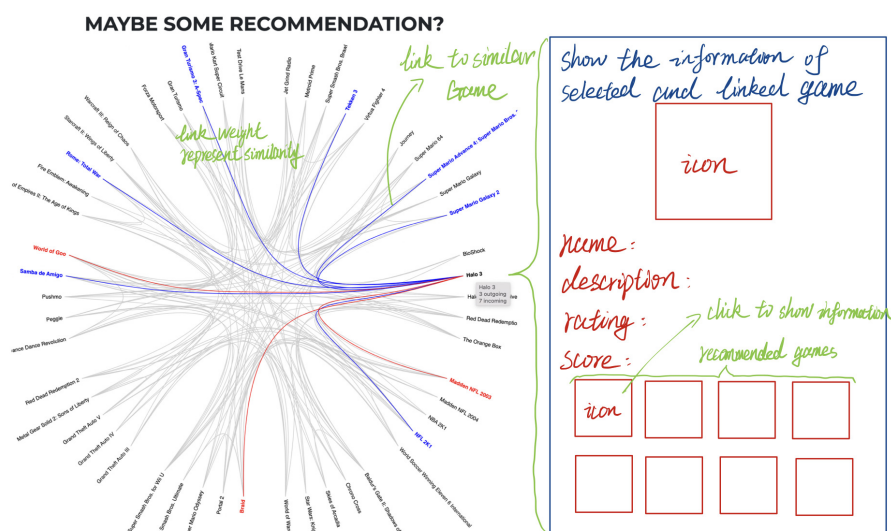
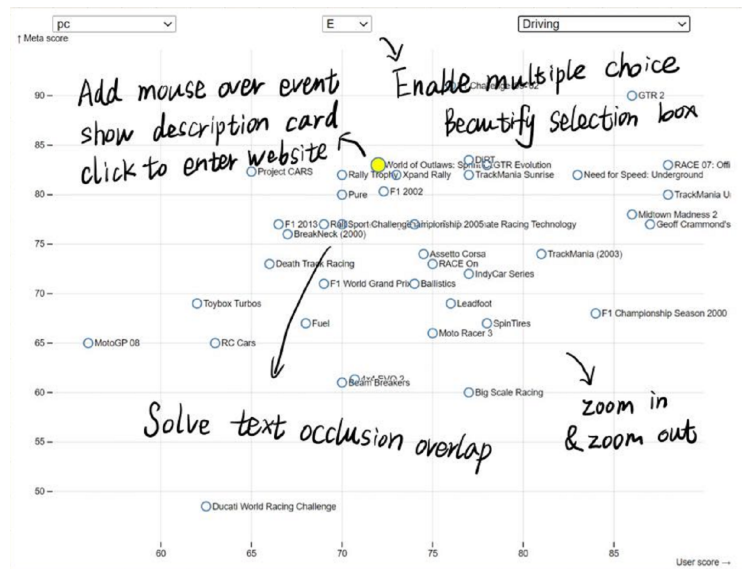


Figure 4 (WHAT KIND OF THE GAME DO YOU LIKE?)

- Introduction** It is made up with selectors and scatter plot. There are three **selectors**(rating, platform and genre for now) at top of the figure. Users are able to set conditions and filter out the games that meet the criteria. For the **scatter** part, x-axis stands for user score and y-axis represents meta score. Filtered games are going to be shown on the figure according to their scores. When users hover their mouse on the points, A

hover box will display a brief description about the game. If users are interested in the description, they can further click the points and enter the game's website.

- **Usage** This module aims at helping and accelerating the process when finding potential interested games. Scores for games from meta and other users are obvious to the users in a scatter plot. Below is an initial version of the module and we further add some comments about what needs to be improved and implemented.
- **Progress** The current progress is we have implemented three easy **select** labels (single choice). We can extract key words from the **select** and filter data according to the conditions. We attach an event **onchange** to the select and when detected there is a change in the **select**, it will replot the picture. Also every point in the plot has events **mouseover** and **mouseout**. Concrete events are still need to be implemented.



Tools to be used and inspirations from lectures

For [Figure 1](#), we prepare data and use d3.js to draw this graph. We find [reference code](#) here.

For [Figure 2](#), we use d3.js to draw barplot and bundle the data with the barplot. We find [reference code](#) here.

For [Figure 3](#), we prepare data and use d3.js to draw this graph. We find [reference code](#) here.

For [Figure 4](#), we use d3.js to obtain conditions embedded in the selectors and filter data used for drawing scatter plot. We also need bootstrap to pretty our button and selector. We also need to draw a scatter plot and bundle attached information with the points. We find [reference code](#) here.

We have collected a lot of inspirations from the lecture slide "Graph Visualization" provided by KIRELL BENZI. To be more specific, in Figure 3, we would deliver the similarity score of two games via the tickness of the link between them. Besides, in Figure 1, we use size of the node to deliver the number of games that a company publishes.

We want challenge ourselves to build a map to show the address information about game developers, which was inspired by the lecture slide "Map" provided KIRELL BENZI.