I've run into some hiccups but more or less I think the project is coming together nicely! I have successfully gotten my data represented on p5 with weighted lines between artists who have played together, and the dot for each band grows with the number of shows they've played. I have started experimenting with magnetic attraction between the bands but I haven't gotten it to work well yet so I'm not including it in the submitted version. The issue I'm having is that with the magnetism it doesn't really end in a stable state because there are no resistance or repulsion. If left to run freely everything will end up in one central spot. This doesn't feel unfixable, but I haven't gotten there just yet.

Now that I have everything on the map, it's making me realize other things to work on. One issue is that the more data I add, the more cluttered the map gets. I am going to add some features to allow the user to input how many bands are on the screen.

Some potential next steps for me (in the order I am prioritizing them) are:

1) Playing with magnetism, flocking, and introducing resistance or opposing forces
2) Introduce a filter that removes artists who have played less than "x" shows (x can be hard coded or user defined)
3) Adding some kind of profile info when you click on a band.
4) Putting the data listed at the bottom into a more browsable format on a separate page.
5) Make an easier way to add data in mass.

This is somewhat credited in my code but just FYI I have been using AI pretty liberally but I have tried not to include any code that I don't actually understand and feel like I could explain. I was able to make the p5 elements myself, but used ChatGPT to help integrate my data into the canvas. As I am going I find myself working more independently though. The place where I have relied on AI the most is for parsing through data and helping integrate my JSON data