Schwartz
Development Report 2
4/13/25

I made a lot of progress this week! The two main adjustments I made are that I added some magnetism/clustering and added popups for the band information. I also had some visual improvements so I don't have all the data piled on the bottom of the page anymore.

The magnetism is going to take a lot of fine tuning to get right. I'm getting closer but I wish the clumps were a little more clear. Part of the issue is that all this data is from a very similar scene so it all is overlapping, which is sort of the point. I think I'm at the point where it would make sense to start feeding it more diverse data. I would like to move the magnetism out of the draw loop and into the setup so that the page is static but for some reason it doesn't work when I do that so I'm playing with it. Playing with the magnetism has been both satisfying and frustrating because it feels like when I fix one problem another pops up, but I do feel like it's moving in the right direction.

There are three main pieces that I still want to implement that I'm hoping to have in by the end of the semester (listed according to priority).

1) Add magnetism for secondary connections. Right now the attraction is only based on primary connections. I will implement this ASAP because it doesn't make sense to spend too much time tweaking the magnetism settings before this is taken into account. (Definitely will add)

2) Zoom scaling. As mentioned before I want to be able to zoom out and only see the band names for the biggest nodes and zoom in for more detailed view. This will help with visual clutter. Time permitting I may also make the map extend beyond the bounds of the canvas so that it can be explored more like a real map (or zoomed out to see everything). (Hoping to add but not sure if I'll get to it)

3) A user facing submit a show link. This shouldn't take long to add but also doesn't feel like a priority. (Hoping to add but not sure if I'll get to it)