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SoftDev2 pd07
P04 -- Viz. Not to be confused with vis or vis-à-vis
2019-03-31

NinTimeDo

Description

Using Nintendo's dataset on games, which includes their titles, systems, release dates, prices, and the number of players needed to play, we intend to create a data visualization of these games. We will create a timeline for users to view this information on the Nintendo games in a clear and manageable format. We are interested in seeing if there is a trend for what types of games are released during certain years.

Basic Features:

- Timeline with intervals of every two months from January 1, 2011 to December 31, 2020
- When the user hovers on a certain bar on the timeline, a box displaying the front cover art of the game and other statistics of that game will appear
- Allow the user to filter what games are displayed on the timeline
  - Filter by:
    - A specific year
    - Type of game

Possible Extra Features:

1. Allow for more filtering options, such as by the number of players that are needed to play the game, or the price
2. Add links to the type of games, etc. so that users can read more about it on Wikipedia (re Ivan's suggestion in rev_D)

Overview of Components:

- APIs:
  - The Nintendo API includes datasets for five of its systems, which are:
    - 3DS
    - DS
    - Switch
    - Wii
    - Wii U

- D3:
  - Render an interactive timeline based on the data that is passed to the DOM
- Flask with Python
  - will serve as our web server/delivery framework by rendering an index template that will display our D3 visualization
  - Python will be used to query the json data so that it can be used by D3
- JS / CSS / HTML
  - Make the timeline look aesthetic perhaps by displaying a background image using HTML or changing the colors and alignment using CSS
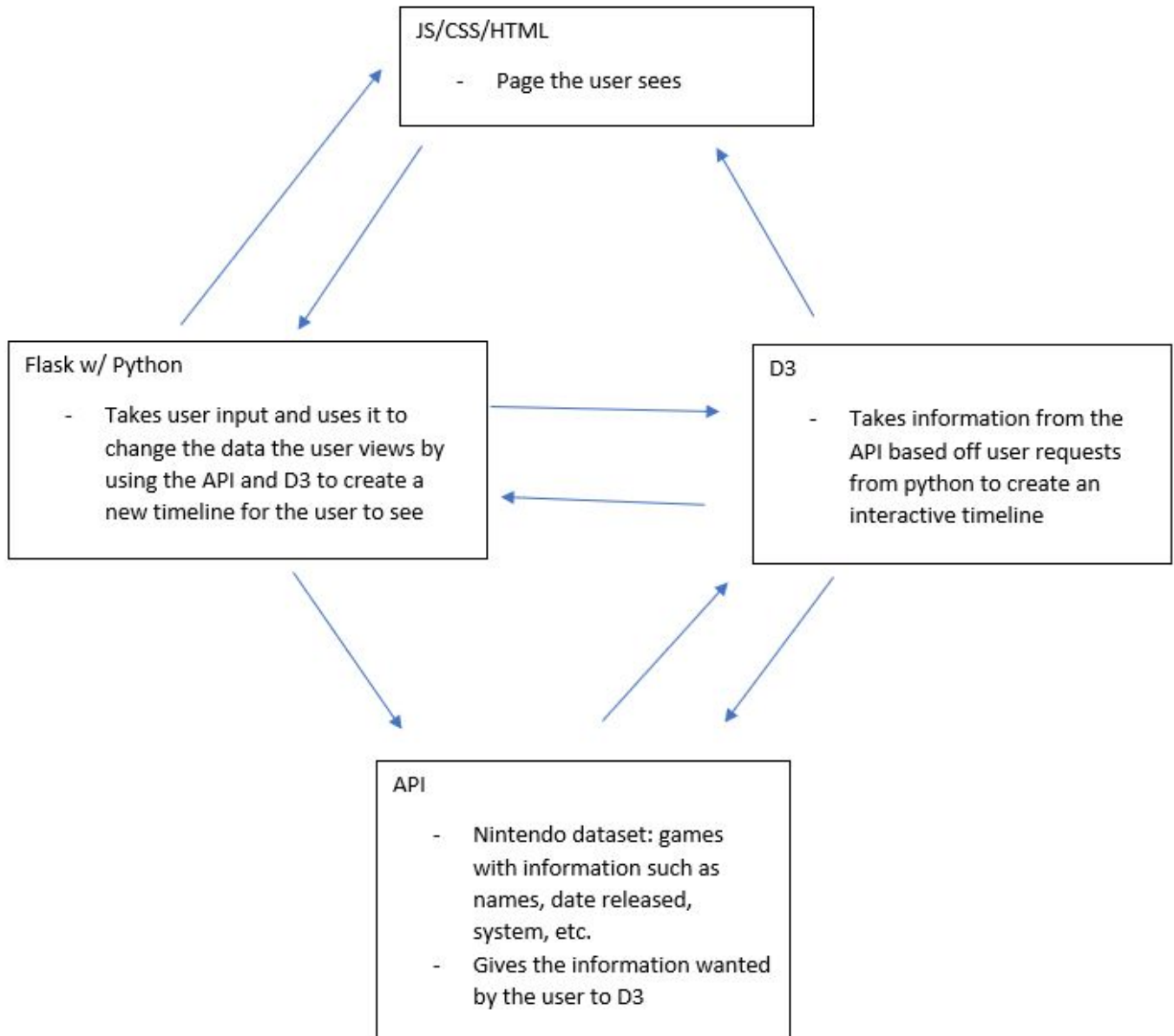
Breakdown of Core Tasks:

Emily	Ensure documentation/devlog is up to date. Filtering data
Tina	D3 Interactivity on Axis and Hovering
Jason	D3 Rectangles and Interactivity
Isaac	Information display / User interaction

Timeline:

3/31/19	Finish design doc
4/1/19	Finish putting the rectangles where they should be.
4/2/19	Hoverable interaction
4/3/19	Filtering
4/4-5/19	Transitions, legends, etc
4/6-7/19	Prettify / Check that it works for all browsers
4/8/19	Finishing touches should be completed. Due at 8 AM!

Component Map

JS/CSS/HTML

- Page the user sees

Flask w/ Python

- Takes user input and uses it to change the data the user views by using the API and D3 to create a new timeline for the user to see

D3

- Takes information from the API based off user requests from python to create an interactive timeline

API

- Nintendo dataset: games with information such as names, date released, system, etc.
- Gives the information wanted by the user to D3

Front End Site Map (Maybe different filters)

NinTimeDo

<description of graph>

Games

Time (2011-2020)

Filters: | Year | | Type |

NinTimeDo (Filtered Example)

<description of graph>

Games

Time (2014)

Filters: | Year: 2014 | | Type | ⊗

<Game Name> (Game Hover Example)

<Date Released>

<System>

<Game Type>

<Number of Players>

<possible link/ extra info>