**Project Documentation**

When I thought to use data from a TV show I thought it would be a good to try to make custom visualisations for the first time. Usually, I make visualisations that are made to be reused with different data, so I am limited in what I can do with design. For this reason, I decided that instead of using Python libraries that I am comfortable with like Plotly or Seaborn I would use d3.js.

I was browsing through <https://www.visualcinnamon.com/> for inspiration on possible visualisations possible with D3.js

Using d3.js with vanilla JavaScript proved to be annoying when working with data and interactivity. For this reason, I decided to use React so to make it easier.

As many different types of resolutions and landscape/portrait modes exist, careful consideration had to made on how to determine the size and width of each visual.

D3.js is very manual and I had to remember simple geometry such as cosine and radians/degrees.

In the end I am glad that I choose d3 as I find learning by doing to be more efficient than learning from a book for me, so this was a good way to learn something new.