VIS Project 2  
March 10th, 2022 Check-in

**Group Members:**

* Chris Butts
* Kevin Eaton
* Raymond Gee

Team Name: ***B.E.G***

**Design Sketches**

**Timeline

Description automatically generated with medium confidence**

* **Diagram

  Description automatically generated**Basic idea for the timeline. How the binning may work, idea for altering limits of timeline, etc.
* We’ll be using a stacked bar chart most likely to display different data types commutatively

**Project Goals**

* Currently, we’ve been finishing the implementation of the map and the different tile layers we are going to use. As well, we have implemented the first stage of our timeline as well as the coloring of the data points
  + Map

    Description automatically generatedFrom here, we are going to work on getting the bar charts working in tandem with the timeline, as well as getting to the early stages of brushing

[Link to GitHub repository](https://github.com/geern/Visual-Interface-Project-2)

**Work Division**

As a group, we will collectively have our feet in all the goals together. If we had to assign specific roles to each of us, Raymond would handle the map, Kevin would handle the timeline, and Chris would handle the interactions between components.

More than likely however, we will all be working together on components and troubleshooting them as a team.

**Timeline Goals**

By the end of the week of March 10th, 2022, we want to have all the C goals finished – worst case scenario that work cuts into spring break.

During spring break, we are hoping to get a lot of the project done, and by the end of the break we would like to have all the B goals done and starting to look at the A goals.

During the week of March 21th, 2022, we are hoping to have all of the A goals completed, as well as final troubleshooting and quality of life changes if time allows.

**Additional Support**

* No, but the offer is appreciated 😊