Challenges that our group faced in implementing our idea was trying to get a map working without having it look too much like the other map visualizations already out there. The main issue was getting the CSV information synched up with the JSON, and also the visual layout of the map seemed too static. Collecting the data from the sources wasn't much of a problem. My contribution was taking part in the planning process of what my group wanted to do, which was to do a cartograph with tooltip to see data and later do comparision of countries' waste. I agreed to the map graph, and also thought that the idea for the tooltip was feasible. The coding is still in its working stages but the group's idea is set. I also suggested to later change the map in a choropleth so that it would be easier to compare countries. For the meanwhile the main goal is to fix the JSON so that the CSV can match up.

Phase 2

Our group has successfully synched up the JSON with the CSV files, and a choropleth graph was made. We also added pan+zoom and the tool tip was working. Challenges that we are still facing is making the tool tip not have so much information on it, or else it would be unreadable. We also wanted to do a radar graph, but not much is done at this point for one. Another challenge is to make the panning not make the map disappear if the map is at full view that it goes beyond borders. So our current challenges are to center the map, fix tool tip, and inserting units in the tooltip. I contributed the legend for the map to make the color identification much better. The legend shows that the deeper the color of a country, the more waste per capita there is for it. The legend will be updated once we can get units placed in stone and a title.