

Phase 1

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 comparison 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.

Phase 3

The group has successfully implemented the map to have everything working, which includes pan+zoom, tool tip, buttons, centered view, storyline, units, and color identification. The map now can be viewed depending on the material type that is being selected and different colors will pop up depending on if you want to see a map with waste, metal, paper, etc. The radar graph idea was abandoned because it was concluded that implementing one would be to extraneous on our part of looking at the choropleth map, and that the map was fine enough to showcase the data visualization we need. I helped convinced the group that just having the buttons on our map was enough to add depth to the choropleth map. I contributed to the color selections of the various map looks when different buttons are pressed, and fixed up the code to look cleaner. Fixing up the code included adding titles to the legend and fixing up the legend units so that it adjusts to whatever material unit is being asked for. I also mainly wrote out the storyline to make it concise to convey what we wanted to do with the map.