

Week 4 Progress

· Disaster UI

- Implemented SAGE2 pointer deep interaction feature so the pointer can interact with buttons implemented on the app UI
- Added a function so that data overlays on the map can be hidden and toggled with the buttons
- Made the sample data overlay scale with the data properties

· General

I have been interacting with others on the SAGE2
Google Group in both asking questions and answering questions of newer developers

Week 4 Plans

- · Disaster UI
 - Continue working on the user interface within the JavaScript and ensure full compatibility with SAGE2
 - Fix the zoom-scaling with the datasets
 - Figure out a name for the APP
- · Datasets
 - Continue examining data sets from public sources (Chicago or Japan)
 - Parse the public data sets so that the app can use it (current idea is using a for Each loop)
 - The higher level idea is perhaps create a data broker that will take different organizations of data and output a readable standardized dataset for the SAGE2 app





Little Denden Town (Nipponbashi)

 Little Den-den Town is a unique shopping area filled with gaming arcades and hobby shops

 It is inappropriate to take pictures within many of these shops because of the merchandise and massive collection of manga books

- The shops store immense collections of manga/comics, figurines
- The multi-story game arcades hold games that are well-beyond what we have in the United States. It's so well-established in the culture to come play at these arcades that these games have such advanced tech in both the graphics and how players interact

