Visualization: Mobile Application

A concept to see fish larvae on the map

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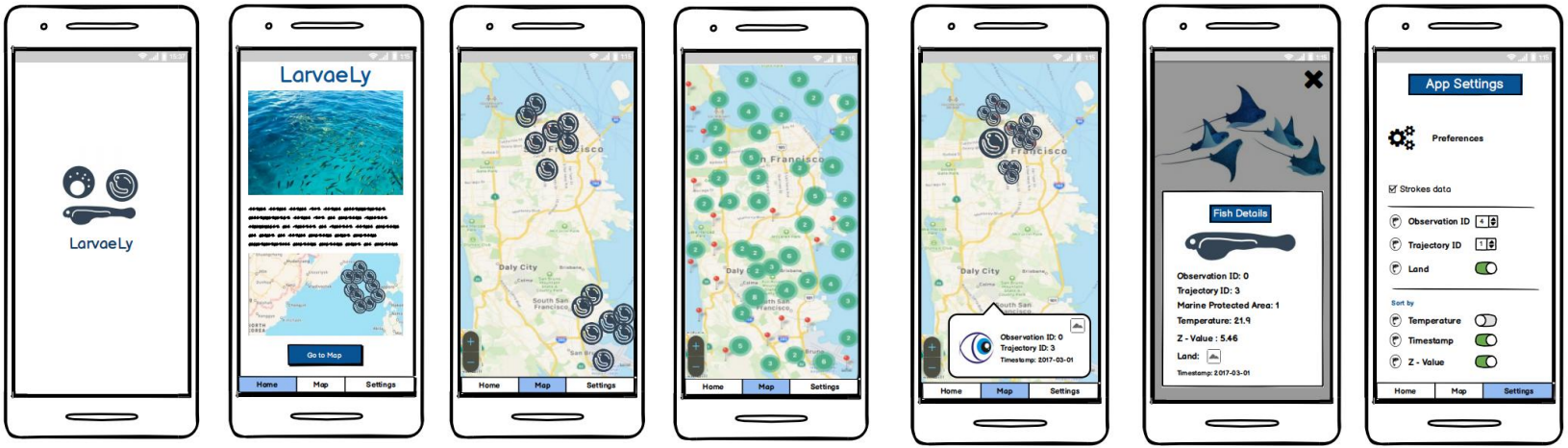
Wireframes:


LarvaeLy
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Go to Map
Home
Map
Settings
Daly City
Observation ID: 0
Trajectory ID: 3
Timestamp: 2017-03-01
Fish Details
Observation ID: 0
Trajectory ID: 3
Marine Protected Area: 1
Temperature: 21.9
Z - Value : 5.46
Land:
Timestamp: 2017-03-01
App Settings
Preferences
Strokes data
Observation ID
Trajectory ID
Land
Sort by
Temperature
Timestamp
Z - Value

Home Scene: Done!

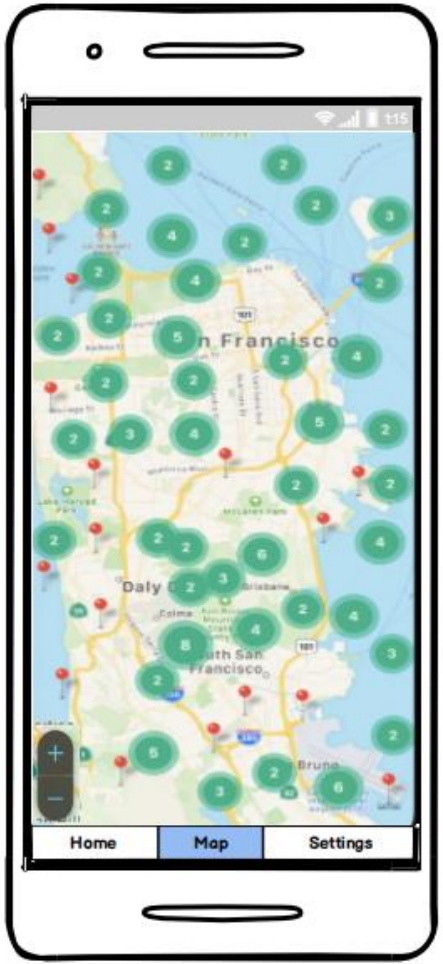
- Simple **landing scene** as app startup.
- Number of **information** to be displayed for anonymous user
- Redirection to the **Map Scene**

Map Scene: Done!

- Map scene is the **heart** of this visualization app.
- To **display data points** on the map with **custom marker**.
- On click Map Marker, showing **fish info card**.
- **Fish Details** scene.
- **Clustering** nearby of data points.

Clustering of data points

- Nearby points will be **combined** to one **single** cluster.
- Showing the **number** of data points joined together.
- Improves the **visualization**
- **NOT YET completed**



Fish Details Scene: Done!

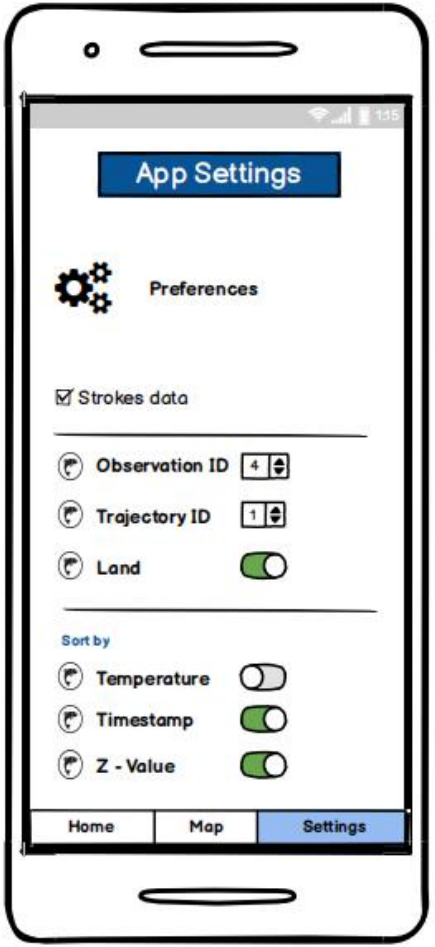
- Navigating to specific fish card leads to **details scene.**
- Displaying **all** the information.

- Observation ID
- Trajectory ID
- MPA
- Z - Value
- Land with icon
- Timestamp

App settings: Partially done.

- **Preferences** is to be set by the app user, so called **filters**

- Enable/Disable **Stroke** data
- Search by specific **observation** ID
- Search by specific **Trajectory** ID
- Enable/Disable **land**
- **Sort** functions:
- **Temperature**, **Timestamp** and **Z - value**



So far so good

- App design and prototype => Real device Android App
- Project setup, structure, and environment (1st **Sprint**)
- Dependencies and Libraries (1st **Sprint**), more added later
- App icon and Splash Screen
- Complete UI, React Native Paper, Material UI and vector based icons
- App Storage for settings (**Redux**)
- **Backend** connectivity (Middleware: **Redux Thunk**)

Accomplished - Constraints

- **Map** scene
- **Fish Details** Scene
- **Settings** Scene - UI only
- **Custom Markers** with real data when **fetched**
- **Clusters** on app-end
- Settings needs to apply via API call; **GET requests**

Thank You!

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