

GEOG 272 Project outline

Part 1: Generate route data on google earth

- Research and decide on my route (mostly done)
- plan out canoe route (done)
- plan out bike route (I have a route, but I may do more research and adjust it)
 - the bike route will have more possibility for changing as I go. I will have to consider this later if I am live updating the map with my progress but not following the exact route
- export data from google earth

Part 2: Basic map in mapbox.js

- Figure out how to use google earth data with mapbox. May have to convert kml files to GeoJSON
- decide on a basemap. I know mapbox has some good ones built in and allows for lots of customization, but I may also look at some of the other sources Jon has provided
- get a basic map running with the route shown
- add some general stats about the trip, total distance, elevation gain, main roads and waterways passed through etc.
- work on aesthetics, decide on a theme and make the map look nice

Part 3: Add interactivity

- Take advantage of digital medium and add some interactive features
- Add waypoints which mark specific locations along the route and can bring up additional information such as distance from start, distance from last waypoint, pictures, or comments about that part of the ride, etc.
- maybe add a sort of slider which the user could use to see progress across the map over time
- Ideally these elements will be live created and updated during the trip however I can make up example data for the purpose of showing the project

Part 4: Live updates

- Create a system to live update the map while on the ride
- Could be a simple front end to a database that the map draws from where I just manually input information
- If possible/ if I have time, it would be cool to connect to a service such as strava and incorporate geodata that I could gather while on the ride automatically

With this outline I should have a presentable final product after each of steps 2, 3, and 4. I intend to go through all of these steps but if things turn out harder than I expect I shouldn't be left with a half finished project