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| Checkpoint IV | Checkpoint IV: First Prototype | |
| Group: | G02 |
| Date: | 2020/11/25 |
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# Layout

The interface is composed by the “Deaths/Kills” button and the filter bar on top, to allow to select the information that will be visualized. This will aggregate the deaths or kills by season, books, character, house, killing method, gender, nobility or animals.

It is divided in 5 idioms, being the heatmap and bar chart on the left, the tree map and the map in the center and the chord diagram on the right.

Description of the layout of your interface. Include at least **one image**.

# Visual Encoding

Currently implemented, there is the **heatmap** where the x-axis corresponds to the episodes and the y-axis to the seasons. Clicking on one of the squares, the tree map will represent the killing methods used in that episode and it will apply the filter to that episode. Selecting a character, it will be represented their estimated book death with a red boarder. Hovering each square it will show the number of deaths or kills for the episode.

The **tree map** represents the six most frequent killing methods for the applied filter where the size of each square corresponds to quantity of occurrences. Clicking on each square will apply the filter to the killing method to the other idioms (currently, only the heatmap). Hovering each square it will show the number of deaths or kills for the method.

In the **chord diagram**, each node represent the characters with the most kills, being the rest of them aggregated by their house for legibility purposes. Each link connects the killer with the deceased and, by hovering the shape between the name and the arc or arc, it will show the percentage of kills of the character and the percentage of kills between the two characters represented by the arc. Clicking on the shape for the character, it will filter by that character’s house. The remaining interactivity is currently being implemented.

Description of:

* The idiom(s) you have already implemented (**with images**);
* The interactivity supported by such idioms;

# Implementation of Linking Mechanism

How are the views linked? How does that mechanism work/will work even when you have more idioms to link?

All the filters will be applied to all the visualizations and, by interacting with each idiom, the selection will be applied to all the idioms.

(VER O QUE ACRESCENTAR)