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

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

# Visual Encoding

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?

(do lab 6)

To choose the data that will be represented, we will have filters that will aggregate the deaths by season, character, their presence in the books, house, killing method, gender, nobility or animals. Additionally, there will be a button that will represent kills or deaths and that will be blocked in the cases where there is only one option to be shown.

The idioms that we will include are:

• Heatmap: The x-axis corresponds to the episodes and the y-axis corresponds to the seasons. Clicking on one of the squares will represent the deaths of the episode in the map. The tree map and chord diagram will also change to represent the deaths of the episode. Selecting a character, it will be represented two points in red, one corresponding to the death in the TV show and the other in the books, with the correspondent icon, if they occurred.

• Map with pins: Each pin will represent the location of each death. The shape will represent the nobility, being a triangle for noble characters, a square for animals and a circle of the rest. The gender is represented by color, being pink for female characters, blue for male characters and gray for the unspecified ones. Hovering each bubble, it will appear a tool tip with the name of the deceased, its house, the information of the killer and when the death happened.

• Chord diagram: Each node will represent a house and the thickness of the links will represent the number of kills between two houses. The connection will start on the killer’s house and the arrow will be on the house of the killed. Each house will have the characters’ name around and selecting each one, it will be applied the filter for that character (or house). To encode the book status (“alive in book”, dead in book” and “don’t appear in books”) it will be represented next to the characters name a circle with the color correspond (green, red or grey, respectively).

• Tree map: Each square will represent a killing method where the size will correspondent to the quantity of occurrences, according to the filters.

• Bar chart: Each bar will represent a book so that the bar chart represents the number of appearances in each book.