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SoftDev

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Target Ship Date: 2023-05-22

1. Program Components

i) Main Page

- Will contain an interactable world map where the user can select one of three regions (North America, Europe, Japan) to link to a page dedicated to that region
- User can select a genre and see global trends

ii) North America Page

- A bar graph with a slider for the length of the time period and a genre selector to see game sale statistics for that genre

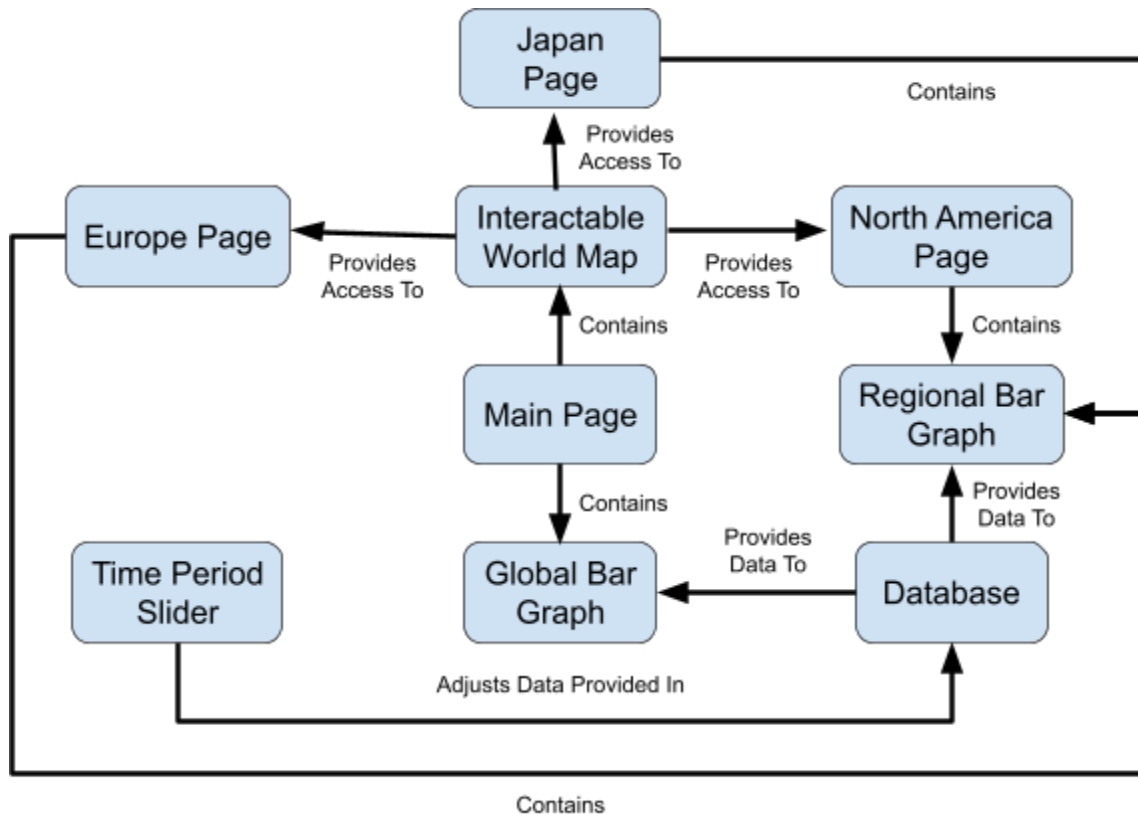
iii) Europe Page

- Same as North America Page w/ Europe data

iv) Japan Page

- Same as North America Page w/ Japan data

2. Component Map

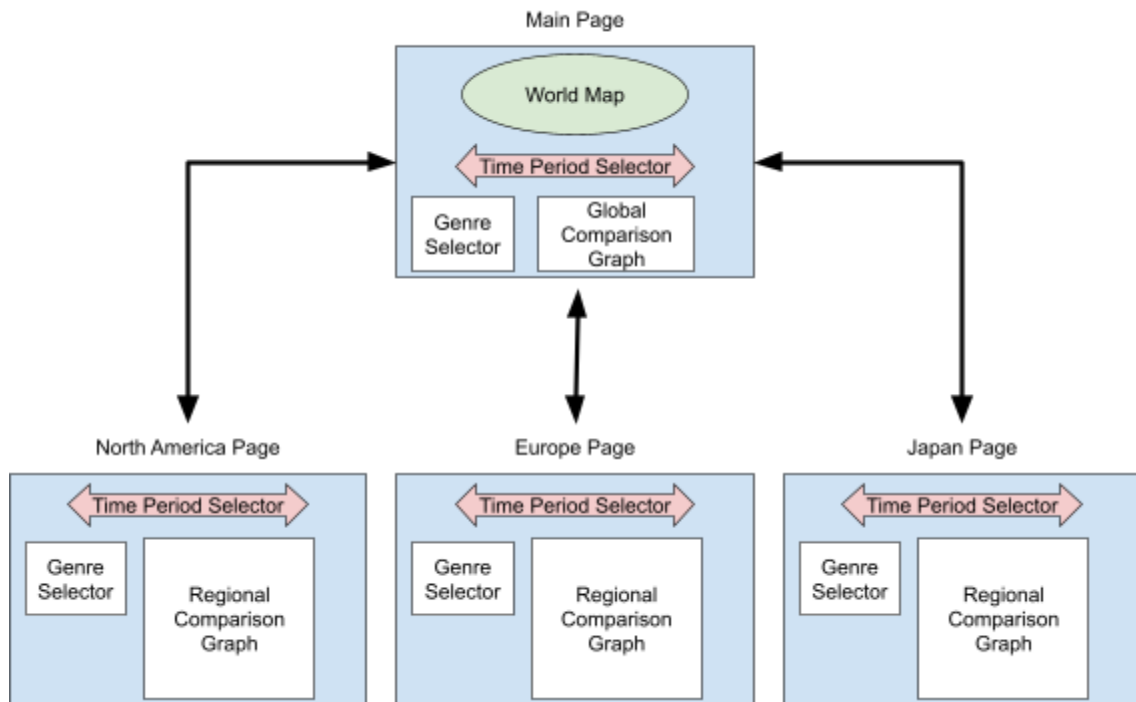


3. Database Organization

ID	Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales
Exp lana tion s	Name of the game	Which platform it was released on (eg: Xbox 360)	Year of relea se	Genre of the game (eg: sports)	Publisher of the game	# of sales in North Amer ica	# of sales in Euro pe	# of sales in Japa n	# of sales every where else
2	Wii Sports	Wii	2006	Sports	Nintendo	41.49	29.02	3.77	8.46

All sales are measured in millions of copies sold.

4. Site Map



Slider for bar graph to adjust width (time interval of 1-5 years)

index.html:

- Landing page where the user will be able to interact with a map and click on the different regions to go to those pages

- There will also be graphs that relate to all 3 regions on this page
- Adjustable scatterplot to gauge correlations / trends between sales in different regions (e.g. if a game sells 4 million copies in North America, how many sales is it expected to make in Europe / Japan / rest of the world and how likely)
 - User can choose the axes to compare against

northAmerica.html

- Will contain graphs that relate to the region of North America specifically
- Bar graphs to show game sales for a specific genre in the Americas

europe.html

- Same as northAmerica.html but for Europe

japan.html

- Same as northAmerica.html but for Japan

style.css

- Will contain all of the styling for our landing page

northAmerica.css

- Will contain all of the styling for our North America page

europe.css

- Will contain all of the styling for our Europe page

japan.css

- Will contain all of the styling for our Japan page

script.js

- Interactive map and graphs will be coded here

northAmerica.js

- Graphs and sliders will be coded here

europe.js

- Graphs and sliders will be coded here

japan.js

- Graphs and sliders will be coded here

5. Front-End Framework

We will use Bootstrap because our group has more experience with it, we think it looks prettier than Foundation, and the documentation is clear.

6. Task Breakdown

Matthew Yee - Interactive Map, Global Graphs

Vivian Graeber - Flask, Serving droplet

Samantha Hua - SQL, html, css

Vansh Saboo - Graph design, data formatting

- ☐ Determine the graphs that we want to make (All)
 - ☐ Bar graphs
 - ☐ Scatterplots
 - ☐ [Parallel Set](#)
 - ☐ More?
- ☐ Format the data so that it will graph nicely (Samantha)
 - ☐ CSV files to sqlite files
- ☐ Basic html to get the project rolling (Samantha)
- ☐ Create SQL queries that the graphs need (Samantha)
- ☐ Make the graphs one by one (Matthew and Vansh)
 - ☐ Interactive map
 - ☐ Will update doc here later with specific graphs
- ☐ Touch up HTML if needed (Samantha)
- ☐ Type up the CSS using Bootstrap (Samantha)
- ☐ Figure out how to host website (Vivian)
 - ☐ Create droplet
 - ☐ Get new domain from Willy V
 - ☐ Serve droplet