Start: 10:00 pm

Researching appropriate technologies for parsing the shapefile and rendering it in PIXI

<https://github.com/mbostock/shapefile> seems the most appropriate, as it takes a callback and passes a geoJSON object: <http://geojson.org/geojson-spec.html#feature-objects> , which can be parsed into a graphics object. It also holds the id of each polygon.

Since graphics objects children in PIXI are indexed by integers, we’ll need some sort of lookup system to match each location name with the actual polygon. The lookup will need to go both ways: name -> index and index -> name if we want to enable interactivity.

However, if we format the data to use a universal ID for every assembly/constituency, we can internally treat all areas with their index and only use a standard numerically indexed array to look up the name when needed to display. This method will be more efficient. No need for hash tables, which take up a lot of space, and O(1) lookup times. Speed will be very important in order to render all the assembly/constituencies fast enough for a 60 fps stream.

End: 11:00 pm