Team A presents
Zombie ApocaMaps!

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Meet Team A

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Back-end developer

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Front-end developer

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Tech Lead / Back-end developer

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Back-end developer
01 INTRODUCTION
Many people are not prepared for disasters. Existing preparedness sites are not designed to keep users interested.

- 20% CA homes that can withstand earthquakes
- 40% CA homes w/ recommended water supplies

California Earthquake Preparedness Group Study
Our User

Young adults who are starting to live independently or as a family.

User Needs

- Communication
- Find resources nearby
- Locate safe place to go to
Introducing:
Zombie ApocaMaps
Why Zombies?! extreme case popular craze sustained survival it’s fun!
02 DESIGN
Design Process:

- Ideation
- Paper Prototype
- Low Fidelity
- High Fidelity
- Iteration / Testing
- Final Implementation
**HCI Principles**

**Visibility of System Status**
- Notifications, messages, visual changes
- Checklist:
  - Water
  - Food
  - Medication
  - First Aid Supplies
  - Hygiene Items
  - Lighter
  - Flashlight
  - Gasoline

**Match between Real/System World**
- Common icons used, maps, simple language
- Example:
  - Map showing locations

**Error Prevention**
- Confirmation dialogs, prompts
- Example:
  - Pop-up asking for confirmation

**Consistency & Standards**
- Naming conventions, color scheme
- Example:
  - Interface with consistent design elements
**Aesthetic and Minimalist Design**

Collapsing/expanding, simple & concise layouts

**Help and Documentation**

Help page with screenshots, hints

**Recognition over Recall**

Data visibility, images, checklist, color coding

**User Control and Freedom**

Multiple options, different layouts, interactivity

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**HCI Principles**
const express = require("express");
const app = express();
const http = require("http");
const path = require("path");
var session = require("express-session");
const MongoStore = require("connect-mongo/es5").session;
var mongoose = require("mongoose");
var passport = require("passport");
var handlebars = require("express-handlebars");
var parser = {
  body: require("body-parser")
};

require("dotenv").load();
app.use(passport.initialize());
var models = require("./models");
var db = mongoose.connection;
var router = {
  index: require("./routes/index"),
  user: require("./routes/user"),
  connect: require("./routes/connect"),
  check: require("./routes/updatesCheckBox")
};
var parser = {
  body: require("body-parser"),
  cookie: require("cookie-parser")
};
var connectionString = process.env.DATABASE_CONNECTION_URL;
var FacebookStrategy = require("passport-facebook").Strategy;
var localDatabase_uri = "mongodb://steven:helloIs853194.mongolab.com:59194/heroku";
var db = mongoose.connection;
mongoose.connect(process.env.MONGODB_URI || localDatabase_uri);
db.on("error", console.error.bind(console, "MongoDB Connection Error:"));
db.once("open", function(callback) {
  console.log("Database connected successfully.");
});
var SESSION_SECRET = "**Random string**";
var sessionMiddleware = session({
  key: "Session",
  secret: process.env.SESSION_SECRET,
});
Technical/ Product Risks

Some people will have hard time in understanding our app.

Since delphi database data contains past data, data might not be matched with the data in the zombie apocalypse.

Technical problems in zombie apocalypse era (facebook no longer use, internet).

Non-facebook users are not able to login to app.
## Technology we used

<table>
<thead>
<tr>
<th>Google Maps API</th>
<th>Not using Mapbox.js anymore due to changed plan on safezone page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Node.js / Express.js</td>
<td></td>
</tr>
<tr>
<td>Passport.js</td>
<td></td>
</tr>
<tr>
<td>MongoDB</td>
<td></td>
</tr>
<tr>
<td>HTML / CSS / Javascript / JQuery / Bootstrap</td>
<td></td>
</tr>
<tr>
<td>D3.js</td>
<td></td>
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<tr>
<td>PostgreSQL</td>
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</tbody>
</table>
Technical Challenges

- Loading map didn’t always finish
- Querying data took some delay
- Using Google API without conflicting JavaScript
- Figuring out D3 components and visualization
04 USER TESTING
User Testing

**Positives**
- Fun application and great animations
- Find resources page was really nice and applicable
- Help page was helpful
- Facebook login

**Negatives**
- Confusion about application and purpose
- Some features did not provide enough feedback
- Data takes a while to load
- Some things were not intuitive (like safe zones ratings)
THE GOOD:
Team communication and effort

THE BAD:
So much to do, so little time

THE NOT SO UGLY:
We all learned a lot about the importance of data visualization and how HCI can be used to make even the most complex data intuitive to understand
05 DEMO TIME

https://zombieapocamaps.herokuapp.com