

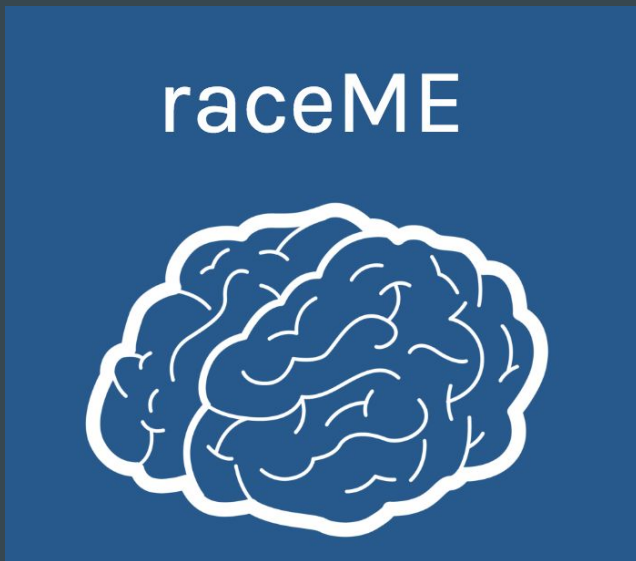
raceME

...

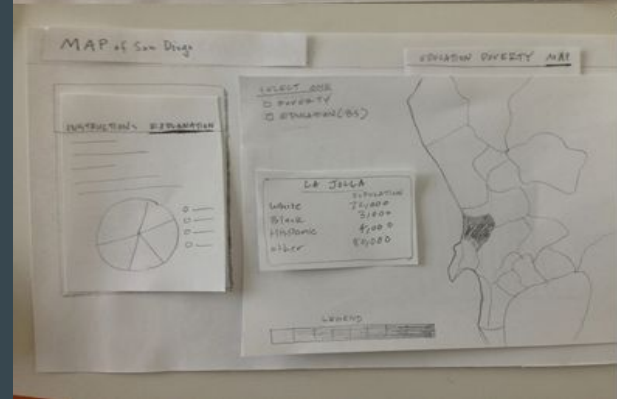
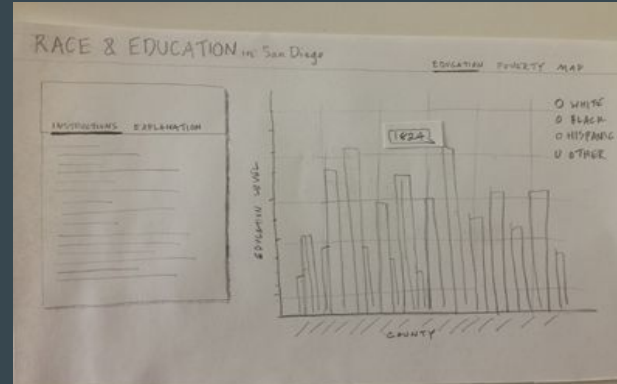
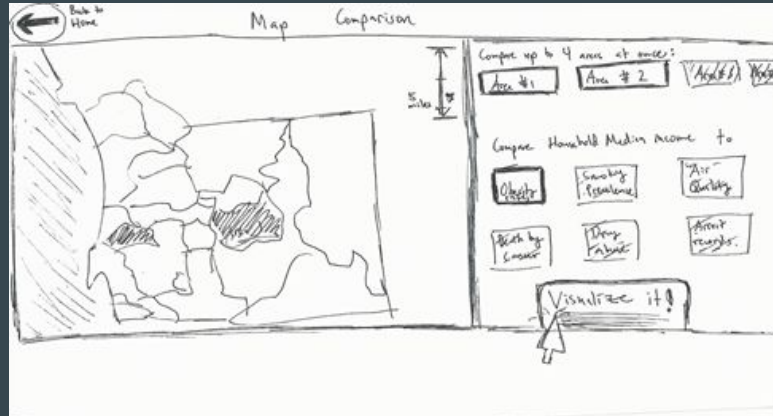
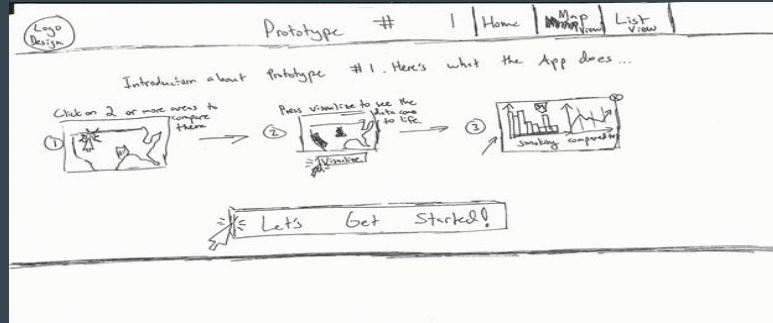
Team H: Jeremy, Josh, Kyle, Paul, Paris

What is raceME?

- **Target Users:** People that study health (Sociologists/Health experts)
- **Goal:** Provide insight on possible correlations between race and mental health disorders
- **Up next:** Prototype implementation

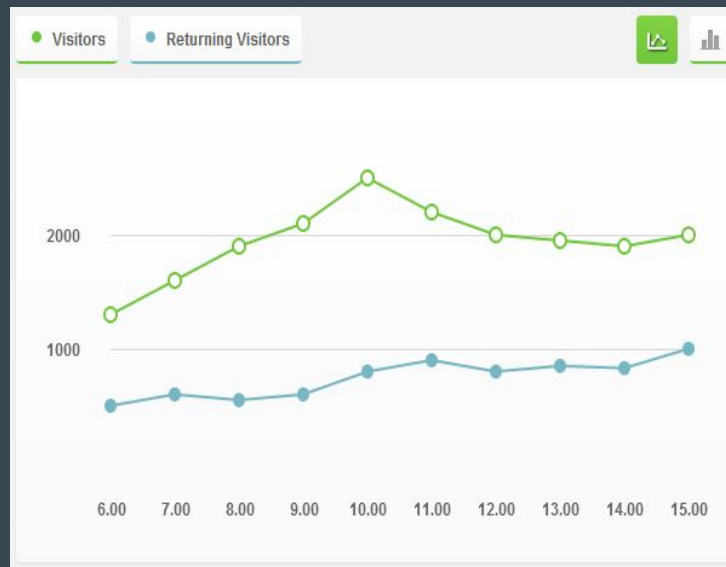


Prototype Implementation



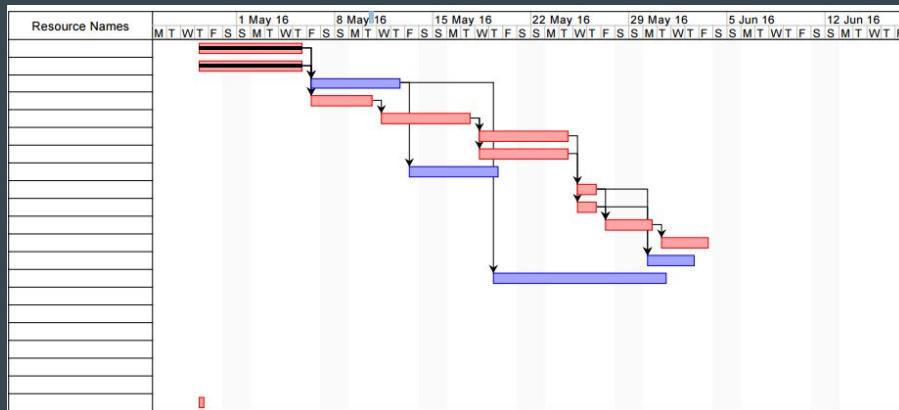
Technical and Product Risks

- D3 graphs could have ended up being very underwhelming
- Overly simple website
- Cluttered end product
- Clashing colors from D3 graphs
- Inability to finish D3 infographic



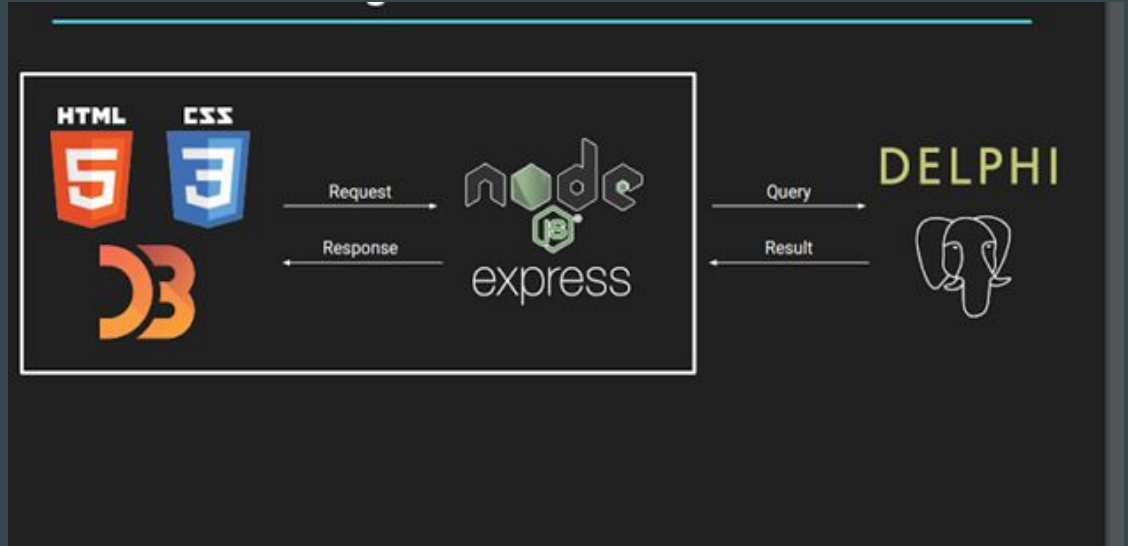
Development Process

- Agile development
- Weekly meetings
- Weekly assigned tasks and roles
 - **Jeremy** CSS master, styling god
 - **Josh** SQL query master, routing master
 - **Paris** Worked closely with Josh, oversaw team Names progress
 - **Paul** Design god, D3 jesus
 - **Kyle** Worked closely with Paul, oversaw presentations/reports
- Prototyping → Wireframing → Architecture Setup → Design(UI) → Interaction (UX) → Design rehaul → D3 Implementation → Testing



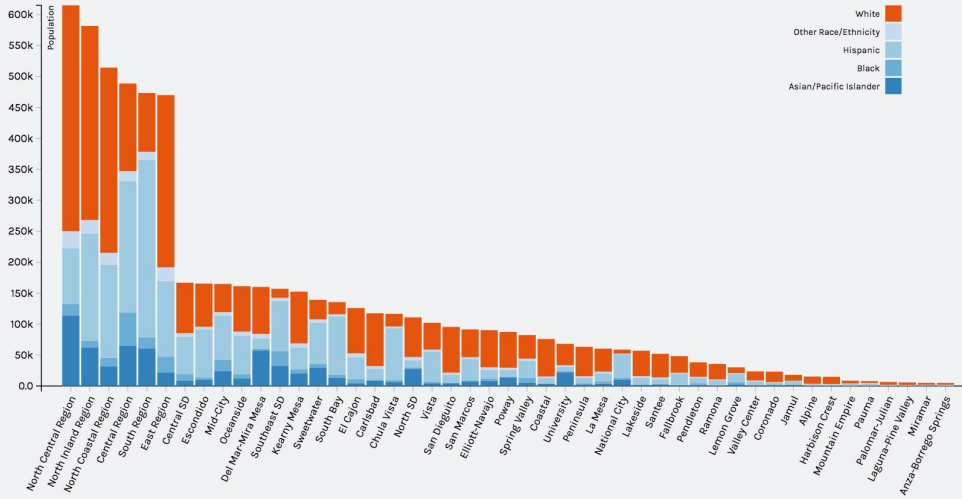
Architecture

- **Front End:**
 - D3.js
 - HTML
 - CSS
- **Back End:**
 - NODE.js
 - Express
- **DELPHI** database

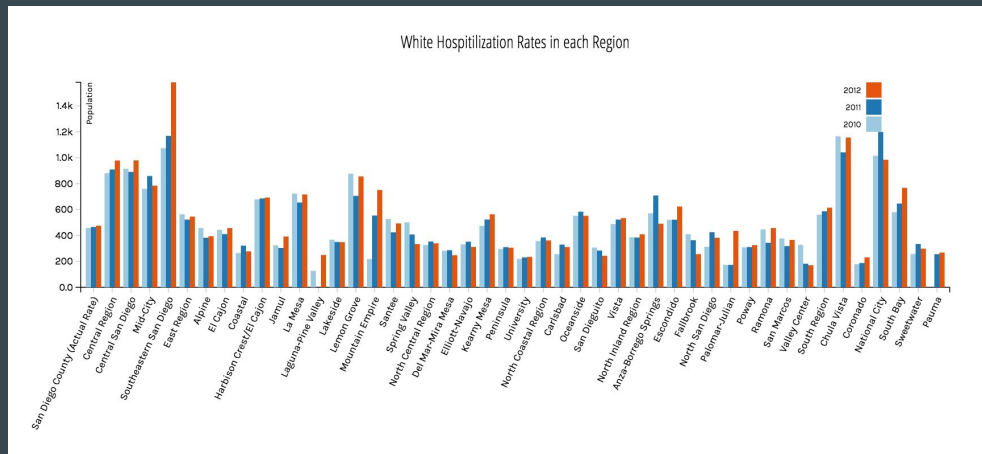


Final Product

Race Demographics
San Diego 2010 - 2012

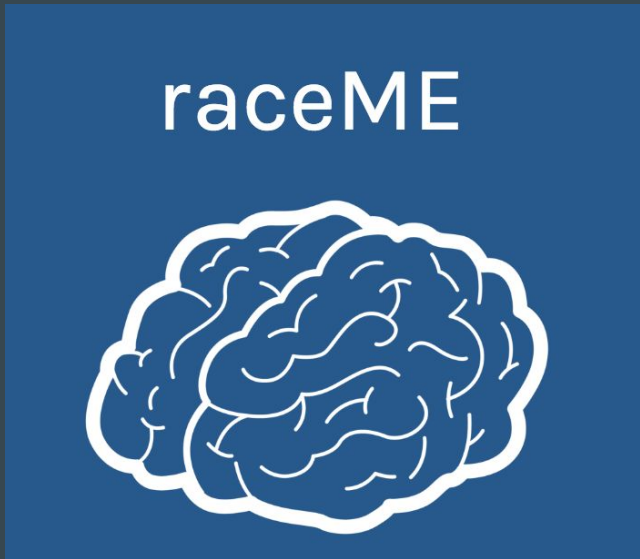


Pic of final D3 infographic



Final Statements

- **Future Goals:**
 - Expand on D3 infographic
 - Include more transitions to make it feel smoother
 - Add toggling for the graph
 - Little more styling and detailing
- **Lessons Learned:**
 - Start on your D3 early!
 - Don't get caught up on early designs
 - Keep your team on track



Final Product Demo

teamhproject.herokuapp.com

Thank You!