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
Where do we come in?
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 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
Final Product

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.heroku.com
Thank You!