

Access to database "Sandbox" - need access to get into it  
→ new table in database probably, Probably not totally new database

Prototype Review:

- 1) Floating left panel is not our first priority. It is currently just a div. that isn't actually covering any of the map
- 2) Tags will be done by grad student and we will filter on that  
→ Make sure this is a fixed # of tags  
→ we need to filter by this
- 3) Filtering: Location, Year, tags, media type

a) location will need to be taken from another map layer, not taking info from stories's data, might be hardest to filter by.

b) start with date probably, easiest.

If filters take up all of left side, do we then disp. stuff hovering

★ Must Maintain: pathways to things you weren't looking for that are in the same space. Display the people there or the building data that is not what exactly what they searched for

- 4) Pre-currated searches - Idea for something to implement in future  
→ All historical images  
→ all videos

Don't do this  
→ only see dots that are relevant to the search or make the relevant ones important, others, no.

- 5) Dots: Grouping dots to make it easier to see map

1) Grouping Dots: Might not be able group w/ current API

2) On-hover tooltip: Should be possible to fetch titles and stuff

→ If we do this, don't make user zoom in too far watch out for overlap in dots

3) we should "gray out" the dots that aren't relevant to search.

- 6) Expanding Results to see in a larger window

- 7) Zoom to show all results on map View port (should be easier)

8) Dots Cont:

- 1) Have all dots gray, with whatever data they have & they each have the on-click property. Then, when searching, change the color of relevant dots and overlay those dots w/o the on-click property.

- 9) Use slack more & ask for feedback. Much more open communication

- ★ 10) Mock-up the Ideas ASAP: need to get those up to get feedback

★ Big Theme: How do we split up the left pane to be able to share space for filtering/searches & results

→ Back to results or something like that