

Map: https://drive.google.com/open?id=1W3YNJ5fDt-ylhBo9BYUsYCjAk71p89_1&usp=sharing

My map is a tour of Mid-Seattle, and focuses on crime-fighting hotspots accessible by bike and bus. I thought it would be a good idea to focus on the often underrepresented group of superheroes and crimefighters, especially considering the great service they provide to us. I chose to center it around the combination of biking and bussing since they are the methods of transportation I'm most familiar with, they are a good means of transportation for a group that traditionally has lower income, and they provide both physical activity/interactivity and time to rest and watch the sights go by in the window, and they are an excellent way for a newcomer to really explore. The stops along the tour reflect this idea of exploration, and I tried to cram a large smorgasbord of what Seattle has to offer into a single trip. The tour sends people through a good mix of tourist hotspots, local community gathering places, and excellent food spots throughout the city.

My goal is to ease in newcomers to the city, who aren't yet comfortable with the geography or heroic-needs of the Seattle. This first day is slowly ramps up in crime-fighting difficulty as the tourist visits more and more stops. Although the tour starts closer to downtown, where we might typically expect more rough-and-tumble crime fighting to happen, I specifically chose spots that I suspect will provide less challenge, such as my own house (I do a pretty good job of keeping it safe already). Later, the hero will get to the larger parks, where they might find little old ladies getting their purses snatched, or villainous super lairs hidden beneath the brush. I was also trying to provide intermittent food breaks, first at Seattle Center, then at Northgate Mall, then at Card Kingdom in Ballard.

The tour also provides mixes of urban and more natural experiences – switching between bustling areas, suburban bike rides, and long walks through forested parks. Someone taking this tour should hopefully never feel too bored of one experience – they'll quickly move on to something different, but will have a chance to revisit something similar later in the journey. No one stop should overstay its welcome (or I suppose the visitor won't be overstaying their welcome in these places), yet crimefighters will still be able to get a full experience, and a good idea of all the cool stuff in Seattle. I also wanted to use the combination of bussing and biking to an advantage here – the crimefighters will be able to see the city from different angles, and they also have periods of physical activity/interactivity (important for someone in their profession) followed by times where they can rest and watch the world go by while sitting on the bus.

To make navigation easy, I decided to lay my map out into different colored regions. The stops within regions have the same color, so that each section can still be clear with polygons turned off. Actually, it seems you can't turn off regions/polygons individually, so never mind. I would add that as a feature if I could. The locations within each region are accessible by bike. I've marked bike routes on the map, however they are hidden by default. This was primarily to keep the map from looking too cluttered, however it's also nice because it allows people to find their own route if they wish, promoting exploring - which is something that this tour is meant to facilitate. In between regions visitors are given a bus route to take. Unfortunately, I cannot change the color of the bus routes, which is particularly a problem when one of the routes curves back along the other, and it's hard to tell the two apart. The bus routes are highlighted by default, so that it's easy to tell where the start/end of each section of the tour is, and so that the city-spanning journey seem a little less intimidating.