

Overview

Indicators Indicators are a key concept linked to a scenario. Indicators track a specific metric and indicate how much it would change if a given scenario is the one selected for the area. Examples of indicators output are "population will increase by 15%" or "traffic will decrease by 10%".

Creating an Indicator

To create an indicator, simply click on New "Indicator"

Add Indicator

Name*

Description*

Scenario*

Submit

Name

[required]

This field represents the name of the indicator.

Description

[optional] A brief description of the indicator

Scenario

[optional]

Just like a scenario is linked to a specific region, indicators are bound to a particular scenario. The dropdown allows the selection of the scenario that the new indicator should be paired with.

Listing indicators

The options "List Indicator" gives the ability to view all of the created indicators, along with their related information. Here is a sample screenshot below:

Indicators

Id	Name	Description	Scenario	Actions		
1	Open space indicator	More trees!	More open space	View	Edit	Delete
2	More greenbelts!	Let's make more greenbelts! I like greenbelts!	More open space	View	Edit	Delete
3	Reclaim developed space	We should totally knock down some buildings.	More open space	View	Edit	Delete
4	Traffic increase	Traffic will increase slowly over time until it chokes us like Darth Vader.	Business as usual	View	Edit	Delete

As one can see, along with ID and Name information, each indicator includes the scenario it is linked to. In addition, a set of options exist to view, edit and delete a specific indicator. Selecting "view" on an indicator provides the perspective that an end-user would see.

Editing an indicator

Edit Indicator

Name*

Description*

Scenario*

Selecting Edit Indicator provides a screen similar to adding an indicator. Here an administrator has the ability to change the indicator name and/or description.

The scenario associated to an indicator can be changed as well: it is displayed in the dropdown option below the Description box

