

Idea #1: Heliocentric Weather Map

1. Description

- Each layer of the heliocentric map will include a feature of the current weather.
 - The middle circle will detail the degree of current sunniness.
 - The default setting assumes that it is clear and there are no clouds in the sky. Therefore, the middle circle will feature an image (undecided whether it will be created with css or just an image) of the sun.
 - Depending on the degree of cloudiness (clouds.all), a certain measure of colored grey opacity will cover the sun. For example, if it is partly cloudy, the opacity over the sun might be 50%. For completely grey skies, the opacity over the sun would be 100%. For others, such as scattered clouds, the degree of opacity might be 25%.
 - The second circle, surrounding the circle, will detail what the measure of the wind is, in MPH (wind.speed).
 - A small icon/circle will travel inside the circumference of the second circle and it's number of rotations per hour depends on the MPH. For example, if the wind is at 35 MPH, the icon/circle will travel around the circle 35 times in one hour.
 - The background color will detail the current temperature, in Fahrenheit (main.temp).
 - The colder it is, the closer to blue the background color will be.
 - The hotter it is, the closer to red the background color will be.
 - If it's raining or snowing, an animation of raindrops or snowflakes will cover the screen continuously.
- In the top left-hand corner, the weather's location, temperature, wind speed, and forecast will display.

2. Sketches

