In this project, you will generate a graph visualization for the 2020 National Football League (NFL) regular season games between all 32 NFL teams. All 17 weeks of the regular season games can be found at: http://www.nfl.com/schedules/2020/REG1.

1. Generate a graph data set with teams as nodes and games between teams as edges. Each node contains the team name, geographic location (city), record in 2020, and the division it belongs to. Each edge contains the score of the game. If two teams played twice with each other, then the scores of both games should be stored in the edge.

2. Use D3 to layout and visualize this graph. Each node’s initial location in a graph layout will be (or near) its geographical location on the US map. The size of the node will reflect its record, and a color can be used to represent its division. Edges will be drawn with game scores.

3. Generate 2 different force-directed layouts of this graph based on two different force definitions. You need to carefully define the force such that the resulting layout makes sense in an intended way. Examples of possible layout criteria include: putting teams in the same division in a cluster and still maintaining their relative geographic locations; putting teams that are most similar (with some similarity definition) close to each other, etc.

This Youtube video, https://youtu.be/Mucmb33711A, provides some more details about D3 graph layout. Please submit screenshots of your visualizations, your D3 source codes, and a description about your force-directed layout methods.