Restructuring and splitting geodashboard

Proposed new structure of geodashboard components:

geodashboard git repository:

@geostreams/ol-bindings
- map
- popup
- filters
  - base filter
- layers
- controls

@geostreams/d3-bindings

@geostreams/redux-bindings
- provider/render
- reducers
- actions

@geostreams/theme
- layout (/gd-gltg/containers/layout)
  - Header.js
  - Footer.js
  - index.js
- carousel (/gd-core/src/carousel)
- searchFilter
  -

@geostreams/base (Geostreaming App)
- v1 (__old files)
  - trends (Old)
  - explore
  - search
  - sensorDetails
- v2 (updated files)
  - explore
  - sensorDetails

gltg git repository:

@geostreams/gd-gltg

@geostreams/gd-gltg-bmp

Notes:

- V1 refers to the __old code we are using currently for most projects while v2 refers to the new components we are developing.