**Mid-point Draft**

Pokémon players currently locate themselves by switching back and forth between Pokémon Go game and Google Map, when they are not very familiar with their location. In that case, they will hardly know where to go to catch Pokémon safer and faster. So, I want to build an interface for the players to locate themselves and find their way to the best place to catch Pokémon.

I have done almost all the data acquiring and wrangling part except for the Pokéstops data. I got some problem when doing web scraping but I will figure it out, because at least, the last way of fetching the data is to copy it manually. For the analysis part, I have done cutting Philadelphia into 500 feet fishnet and get all the centroid of the grid as destination. Geospatial statistics have already realized for the destination by setting a buffer zone and counting the number of crimes, drink, food and bus stops. Also, I have already realized getting the shortest path between two points depend on the road network through OMS.

The next step for me will be solving the issue of web scraping, adding the Pokéstops data into my analysis part, implementing the analysis on the destination point and then integrating the results with the algorithm for the shortest path. The HTML part will also start soon.