Progress Report 3

I decided to actually change my Senior Seminar project idea even though it was super late into the game. I know you know about this, but this is the formal write up! I decided to because my original idea was quite ambitious and I was running out of time to make it work. So Instead I have changed my goal from that super cool biblical visualization idea to a more Data Science (the career I want to go into) themed project. I decided to do a make a Clash of Clans data visualization dashboard. This is a mobile game that I play along with several other Computer Science students.

As far as progress made, I have made quite a bit since I started this new idea. Currently I have a python file that has one method on it so I can experiment with pulling data. I found a Clash of Clans API like we have been talking about! Then I linked it and got a key (thankfully it was free) and now I have been making calls to it and experimenting with it. I also have made some significant progress to the front end as well since that is the backend. I am using Plotly as a data visualization tool that pulls up a dashboard with some data, but I have not been able to figure out how to link the two as of yet.

My next steps are to try and think through how I can first, link the dashboard with the data I am pulling from the API, but then I’d also like to customize the dashboard a little more as well and perhaps have options you can choose from to customize what data you’re seeing etc. I am very excited about this as it is going extremely well!