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Development Phase I: Search

http://www.recommendnextgame.com/

This prototype is mostly running on a background SQL embedded database plugin called Caspio. The domain and hosting is from GoDaddy with customization made easier with WordPress to minimize the use of html and css coding. Currently the search bar only functions for the title of the game to clearly see the one to one comparison of the search query and the results. Ultimately it functions as it should but lacks further customization and manipulation without diving deeper with JavaScript, something I have very limited skill with. Even changing to something more customizable like Wix, my lack of JavaScript experience would prove to be difficult.

Therefore, the backup plan is to either recreate a website using either PHP or Python. Given the fact that the goal is to implement up to machine learning level algorithm Python was selected for further development of phase 1 and so on. Scrapping recommendnextgame.com and moving to pythonanywhere.com for new domain and hosting. New framework will be Flask on Python 3.6 and using SQLite for database structure.

The basic structure of the python code was from the help of Mike Driscoll http://www.blog.pythonlibrary.org/2017/12/12/flask-101-getting-started/

http://discorn.pythonanywhere.com/