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CS 410: Text Information Systems Final Project Progress Report

## 1) Which tasks have been completed?

- Create Video game dataset
- Choose ranking algorithm
- Create class to rank dataset using ranking algorithm

Currently I have created a data set containing all the data necessary for the search engine web app to query through. It contains video games titles, genre, links, year released, etc. Another accomplished task is that I have decided which rank I will be using for this video games search engine. OkapiBM25, I think focusing on one ranking initially is the right path and I am familiar with the relevance ranking of the algorithm. If there is time at the end I will try to extend the ranking algo to include other ranking algorithms we have reviewed throughout this course.

## 2) Which tasks are pending?

- Model/Algo Evaluation
  - See how well the algorithm performs on the dataset
- Ul interface
- Add additional ranking Algorithms (TBD)

Next steps include evaluating the algorithm on the dataset and building out the user interface to the web app. I will use either flask or dart as the framework along with python to build out the UI. I will also have to display the results of the users searches and since I am also collecting the URLS for each game's wiki page if there is enough time I could make each result a hyperlink. This feature will depend on how much time I have left after finishing the main application and primary functions. Secondly I would also like to use other ranking algorithms to help display the differences each algorithm will have with the same dataset and same search terms. This is yet another feature that I might implement depending on how much time is remaining after finishing the main functionality.

## 3) Are you facing any challenges?

• Learning

The main challenge I am facing in this project is that this is my first time using the Flask and/or Dart frameworks. It took me some time to ramp up on how to properly get them set up to develop a python web app. I wanted to take this opportunity to learn a new framework and utilize it in a real project.