Word Aggregation Research

VocabVersus

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| **Project Information** | |
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| Project Name | VocabVersus |

# Topic

This research document will be focusing on data aggregation technologies, specifically targeting word sets.

Within the VocabVersus application, users will input words to gain points, to validate that the given word is valid; the application will have to cross reference the input word with a list of known correct words.

The process of validating a word against a separate word list, should be performed at near real time speeds, as it will be done many times during a single game.

Furthermore, the game will support different word lists to be used for different game types (e.g. different languages / categories), this will make the storage of the word lists also a point of interest as this can grow over time.

# Questions

There are multiple questions that will guide the research, these questions are based on the requirements explained in the [introduction to this topic](#_Topic).

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| **Questions** |
| What technology can be used check the existence of a given input in a list of words? |
| What storage solution can be used to storage large amounts of words in a set? |
| What communication technology can support sending multiple requests to the data aggregate with a near real-time response delay? |

# Methodology

The DOT framework will be used to conduct research from multiple perspectives, allowing for well-rounded research.

As I will be using pre-established technologies, a lot of library content will be available to use during this research.

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Description automatically generatedLab research will be an important part of this research, as the primary goal of this research will be to find the ‘best’ solution, focusing on execution time which is best validated using real world PoCs.

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Description automatically generatedAs there are already existing systems that have similar goals to this context, showroom research can be done to compare found solutions with real world applications of the technology.