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Self-Assessment

In the Deception Detective project, my main contribution was the web crawlers used to search Wikipedia and Snopes for the user's queried content. First, I had to learn about web crawlers and how to design them according to the type of websites/information that's of interest. Also, I did a test-driven development, iteratively building by small parts at a time, testing each along the way. This allowed me to learn more details about what I was creating and build quickly despite not having a swath of experience with web crawlers beforehand. Reflecting on the self-assessment I initially made, I certainly ended up using some of the skills mentioned to complete our most recent version of Deception Detective. Explicitly writing and rewriting out the requirements for our tool was crucial to our success so that we could clearly see how our individual parts needed to act and link together. Additionally, when writing the web crawlers, I made sure to keep them algorithmically simple so that our tool's functionality would remain streamlined.

Throughout this project, I learned how piecewise software development projects are and how a team effort expedites the production of the software being developed. Agreeing upon requirements/specifications ahead of time followed by a delegation of tasks and time for development brings the tool together. The biggest obstacle I encountered with our project was during the research phase. When ideating desired functionalities and choosing implementations, it was difficult to choose a direction to begin with. Our team learned a lot of interesting new information about language syntax parsing and fact-checking, however this seemed to further cloud our vision at times due to our inexperience with the subjects. Once we began building though, we gained a clearer understanding of what we would be able to accomplish. With regular communication, we were able to link our separate parts of the project together smoothly, producing our recent version of Deception Detective.