**Rabbit Hole documentation:**

The Rabbit Hole requires a bit of explanation. It is sourced from a sci-fi tabletop RPG a friend of mine has made. The rabbit hole is a database where information is both currency and commodity. To be able to get any information out of the rabbit hole, you must first enter information of equal or greater value. Of course, writing a deep learning algorithm simply for this project is a bit out of scope. For this project, the commodity of information is words. Users may enter their ‘facts’, which the server stores. Each word in a fact is given a value based upon the frequency the server has seen that word, and a fact is worth the sum of the values of the words in that fact. When users submit facts, they are given coins based on that fact’s worth, and they can search for facts by name. The client will display related facts and their prices, and if a user has enough coins they may pay and see the fact itself by clicking on the name.

**3/5/21:**

* Ported code from Web API assignment II to serve as a codebase for this project.

**3/7/21:**

* Updated code to take names and facts.
* Added a word bank object to store and track word usage.
* Words are extracted from facts and counted.
* When updating a fact, the system removes any words that were in the old fact.
* Calculates coins to reward based on words entered.
* Calculates the value of each fact based on the words used.
* Now returns just name and price for each fact.
* Clicking on a fact’s name returns the fact itself.
* Facts can have names with spaces.

**Known Bugs as of right now:**

* Punctuation in names is a big no-no
* Not really a bug but the site looks pretty awful
* Coins aren’t used right now
* There’s no searching or fact filtering system. You can view any fact in the system.