Work Plan - Real Estate Data Collection - James Sears, Jake Mecca, Sam Sander

Note: We regroup and debrief on our progress on Wednesday.

3.25.24 - 3.29.24 - JAKE - About an hour a day

To begin with, we will need to start with the construction of a simple GUI to receive data of where they want to find a residence, the state, what type of ownership they want, and then a simple search button to load the data into our data-collection system. This setup will be simple, but have a sleek and modern look to it.

The first GUI will contain:

- The zip code of the location that we want to scrape
- A search button

3.25.24 - 3.29.24 - JAMES & SAM - About an hour a day

Once search begins:

- Utilize primarily selenium to collect various bits of data on the Redfin website in order to come up with an average container in our application, which gives the user a comprehensive view of the location they wish to purchase residence in.
- We will collect:
    - Bedroom count
    - Bathroom count
    - Square footage
    - Price

4.1.24 - James & Jake - Shouldn't take longer than an hour or two total: this is alone work towards the beginning of the week

Optimize averages:

- If the endpoints don't give average data by request, we will aggregate data and use a basic mean algorithm in order to find the average of the area and then store it for later.

4.1.24 - 4.19.24 - JAKE & JAMES (And Sam if needed) - An hour or two a day

The second GUI will contain:

- The collected data of each listing in an format that only shows one entry at once, and includes a 'next' and 'back' button in order to change the displayed listing.
- The data will be the listings of every real estate listing, and then on the side there will be the average of each amenities and data collected.
- During this time frame we will also attempt to integrate all of our data scraped from our real estate websites into our program, with both individual entries and our averages table.

4.19.24 - 4.27.2024 - James and Jake - 2-4 hours a day

- During this period, we use feedback from Professor Gibson and our interviewees in order to shift and update our program as our users see fit.This process will be an unknown length and is entirely dependent on how extensive our feedback is.

4.22.24 - 4.30.24 - ALL - At least 3-4 hours per team member per week

This will be where we create the presentation, and because this is such a large portion of the project, this will require everyone's assistance and at least a week to complete. The presentation will start heavily with Sam and then James and Jake will start to contribute after our refinements are finished. Towards the end of the week, around the 29th, we will run through the presentation and clean up any abnormalities or flaws in our presentation. James will cover the slides involving the programming and debugging progress, Jake will go over the research and the functionality of the program, and Sam will describe the initial motivation behind the idea and the steps after the end of the semester and any roadblocks we encountered during development.

5.2.24 - 5.9.24 - James

This will be a final refractory period to implement any feedback we got from our presentation, and to make the final changes before we submit our final product.

In the event of any roadblocks

We give ourselves the weekend off to work on other things and overall relax, however, if a member gets sick then we will spend the time to grind out that assignment on saturday. Saturday will be our buffer day, and then we'll reallocate work depending on who was sick.