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CPSC498 Capstone

Weekly Stand-Up

February 24, 2020

SQMonopoly Week 2: Stand-Up

1. Progress since last meeting:
   1. Continued the code for the scrape to file pipeline. Able to call Google’s custom Query ReST API and save raw query results locally. (3h)
   2. Research done on K-Nearest Neighbor Machine Learning method and its implementation in python through Udemy. (3h)
2. Goals for this week:
   1. Finish the course on K-Nearest Neighbor with Udemy, begin implementation of a rudimentary model for the data. (3h)
   2. Begin work on the JavaScript portion of the monopoly game that pulls the raw query data and generates monopoly tiles (3h)
3. Changes:
   1. Decided on appending keywords to aid the categorization of raw query results to the tiles.
      1. Example: <query> = “Italy”, so for the jail space search images related to <query> + “jail”, or in this instance “Italy jail”
   2. Use of Google Custom Search API as a starting point.
   3. Every monopoly card tile will be a clickable event button that will open a link to that query result’s source. Every tile will also display an image. Still figuring out how the images will be saved locally to the system.