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CPSC498 Capstone

Weekly Stand-Up

March 10, 2020

SQMonopoly Week 3: Stand-Up

1. Progress since last meeting:
   1. Able to call Google’s custom Query ReST API and save raw and formatted query results locally. (3h)
   2. Finish the course on K-Nearest Neighbor with Udemy, begin implementation of a rudimentary model for the data. (3h)
   3. Begin work on the JavaScript portion of the monopoly game that pulls the raw query data and generates monopoly tiles (3h)
2. Goals for this week:
   1. Produce results in the gameboard. Show title, link, and (if applicable) image for each query result somewhere in the monopoly gameboard, uncategorized
3. Changes:
   1. 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.