Checkpoint Goal from Implementation Plan:
For this checkpoint we are going to focus on having access to the APIs. Our goal would be to have some form of basic data, with the ability of accessing more, for at least two out of the four social networks described.

Summary of Accomplishments:
We're able to get data from a Twitter profile using the Twitter API. The very basic framework for the web application has been set up as well. The code from our repository can be run using the Google App Engine launcher. After deploying the application and directing a browser window to social-simulator-appspot.com , the application will prompt the user to authorize access to their Twitter account. This authorizes the application to access the network of followers related to the user to get the necessary data to be used in the simulation. The majority of the code that handles this is in the "main.py" file in our repository.

We ran into a few issues with getting data from other social networks. Pinterest's API is actually private, so we will be unable to use it for the purposes of this project. Facebook changed their API settings fairly recently, so it's actually no longer possible for an app to get a network of friends from a Facebook profile. However, we were able to find sample Facebook network data in CSV format online, so we will be able to use this sample data for our simulations. Although this will not be the same as getting data from an API, this sample data should serve the purposes of our simulation.