Tyler Wood

The title of my project will be “Bookle”

My project will create a locally hosted web application that generates riddles about books using data scraped from the website “Goodreads”. Users can play a game where they must guess a different data point for each of five books, receiving a total score for overall performance.

For my project I plan to use mainly Pycharm to build the app. The main package I will use to create the app will be Flask, though I may need others. Additionally, I may utilize HTML, CSS, or JavaScript to improve the end user experience. The first step however is to utilize a Goodreads web scraper, which are readily available on Github, and store information about many books in a CSV file. From there I’ll determine exactly what features the final app will have.

A good outcome of my final project would be to obtain data on books from Goodreads and have a functional app running on Flask that the user can interact with in some bare bone’s way.

A better outcome of my final project would allow users to interact with the app in an intuitive way where the program is responsive to user input without a new window being opened or other similar process.

The best outcome of my final project would be a visually appealing app with some portion of front-end programming in JS, HTML, etc…, and some mechanism to store user scores to display to future players.

The largest new skill I will need to acquire is a proficiency in Flask. I have some faint familiarity with the program, but know little, so this will most likely take the largest portion of my time. I’ll also need to select a web scraper to use, gather and clean the data, and research a beginner friendly way to make a visually appealing app.