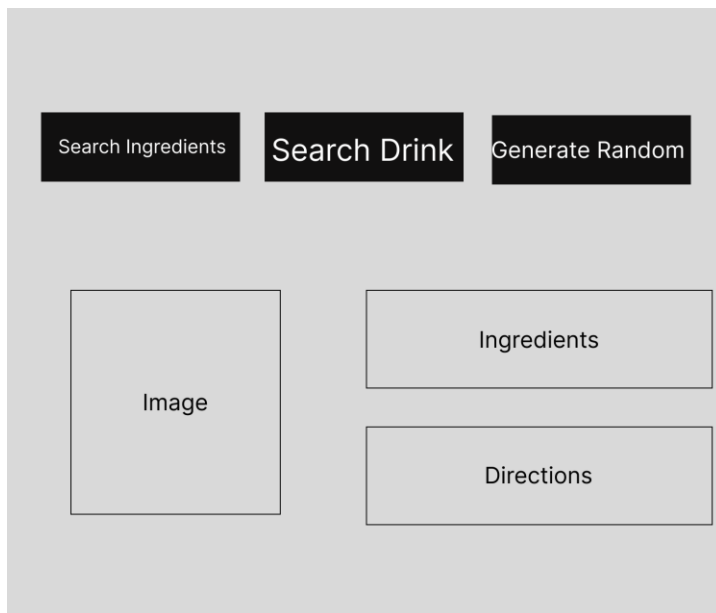Mia Paulson, Carter Albers, Cooper Jones

<u>Overall Description</u>
Cocktail-Making App
- Purpose: Having fun cocktails be easily accessible and fun (instead of stressful) to make
- Inspiration: Found an API that we can use to pull the information from
- Audience: People who are looking to spruce up their drinking and are tired of fireball shots
-

<u>Wireframe that shows the design and flow of your team's project. This could be anywhere from hand drawn sequence of images to a low-fidelity mockup in a UX design tool of choice.</u>

<u>Information/sources planning to draw upon</u>
API for cocktails: https://www.thecocktaildb.com/

<u>Team Member Contributions</u>
Each of us are expecting to do 33.33% of the project, we don't really have specific roles in mind (yet).

<u>Goals</u>
- Prototyping/proof of concept (milestone 2)
  - "Thinking in React" process done and completed
  - Static page

- MVP (Minimum Viable Product) (milestone 3)
    - Have directions accessible for making the drinks
    - Stumped on what drink to make? Get a random drink to try
    - Filter based on alcohol you have at home
    - Search for specific drinks
- Stretch goals (nice-to-haves, but okay if they aren't there by critique day)
    - Combine all drinks' ingredients into grocery list
    - Putting in ingredients you have and seeing what drinks to make
    - Favorites list for the drinks you've liked/dislike ones too