Project Proposal Part I
CS 257
Morgan & Alice

What 2 Eat

Summary of Dataset

This is an open dataset of branded foods and private label data in the US food industry. It contains two csv files - Products.csv and Nutrients.csv. Relevant columns include: product name and generic descriptor, serving size in grams or milliliters, nutrients on the Nutrition Facts Panel per serving size, ingredient list, and date stamp associated with most current product formulations.

Metadata

- URL: https://data.nal.usda.gov/dataset/usda-branded-food-products-database/resource/c929dc84-1516-4ac7-bbb8-c0c191ca8cec
- License: US Public Domain
- Access Level: Public
- Date downloaded: 04/10/2022
- Authorship: U.S. Department of Agriculture Research Service
- Name and version: USDA Branded Food Products Database - ASCII csv file, 07/13/2018
- Citation:
  US Department of Agriculture, Agricultural Research Service, Nutrient Data Laboratory. USDA Branded Food Products Database. Version Current: July 2018. Internet: http://www.ars.usda.gov/nutrientdata

2-4 interesting/meaningful ways that a user could interact with the data

- Compare health and nutrition in specific food products across different brands.
    - How does the Target brand hummus compare to the Great Value (Walmart) brand hummus?
- Find brands and products that fit dietary restrictions
    - Return products that do not contain high-fructose corn syrup.
    - Sodium in serving size is below a certain percentage of recommended daily intake.

Team Contract

I. Statement of Goals

We will strive to deepen our understanding of the database-backed website development process. By doing so, we gain familiarity and confidence with manipulating databases, creating interesting and usable interfaces and code that is usable in a larger group context. We will try to work well as a group and take into account the strengths that each individual brings to the table. Additionally, we will create an environment where members feel comfortable being vulnerable and asking questions. During the course of 10 weeks our group will learn how to code and work effectively as a group and as individuals.

II. Individual Strengths:

Alice: I am good at asking questions when I do not know what is going on. I will try and make sure that we all know what is happening and that people feel safe within the group. I also have experience with efficient algorithms.
Morgan: I am good at problem solving and thinking outside the box.

III. Capitalizing Strengths:

As seen in the strengths of individuals section, people have certain departments in which they feel most confident. These strengths can translate into the following roles: A driver (writing code) and navigators (ensuring the accuracy, finding answers by searching, checking bugs). We will try to rotate the roles, however. Although people do come with specific strengths, it is to feel confident trying new things and taking on challenges. By being outside of our comfort zones we will learn and grow as coders.

For more detail on who will work on which feature of the project, refer to #8 of the team contract rules below.

IV. Rules:

1. **When will your team meet? What time, how often, for how long, where?**
   Tuesday evenings and sometime on the weekend. No more than two hours at a time. Most likely will meet in a computer lab.

2. **What roles will members take on in your meetings? Is someone responsible for setting agendas, taking notes, facilitating discussions, etc?**
   These roles are not set in stone however, and can be flexible as we see fit.
   Morgan - I can take notes, ask Anya questions
   Alice -
   The two of us will both write code and set our team's agenda.

3. **How will you communicate with each other? (to share work, to ask questions, notify the group if someone is running late or if someone will miss a meeting, etc)**
   Our primary mode of communication will be text message. We will notify one another if we are unable to make it to a meeting or will be late, and if we get behind on our work. We will also be able to ask each other questions. We will schedule meetings in advance through Google Calendar so that it is marked on our calendars. For sharing work, we will create a Google drive folder (for documents, such as this Project Proposal), and a team git repository (for code).

4. **How will you make sure communication stays respectful? (How does your team define "respectful"?)**
   Our idea of "respect" is the following:
   - Acknowledging differences: We all come from different CS backgrounds, and we all have a different perspective to contribute to the group. Everyone's contribution is valued, and we will be respectful of these differences.
   - Valuing each other's time: Show up on time to meetings.
   - Communicate early: we will strive to notify each other of schedule conflicts & other issues at the earliest possible date, rather than at the last minute.
   - Understand that critique of one's code is not an attack on them.
   - Critiques need to be expressed respectfully.
   - Understand and accept that perfection is not the goal; our goal is to do our best and to learn through our successes and mistakes as we create this project.

5. **What are the rules for dealing with a teammate who hasn't been communicating? How frequently should team members communicate / check in?**
   We should check in with each other once a day to get a read on how things are going. If one has not been communicating (e.g. missed a meeting without a prior notice) we will send them a reminder through text. If they still don't respond, then we will reach out to our partner to see if they are OK. If accommodations are needed or none of these measures work, we will let Anya know.

6. **What technologies will you use to support team meetings and work? (Google Drive, Hangouts, Zoom, Facetime, etc)**
   Team members should familiarize themselves with git and GitHub, because we will be uploading our code to the git repository. We will also have a shared Google Drive. In the event that we are not able to meet in person, we will use Zoom.

7. **How will you make decisions? (Unanimous, consensus, majority rule, by assigned roles, rock-paper-scissors, etc.)**
   Decisions will be made on consensus. Everyone will have their voices heard. We will come to a compromise where everyone is happy or at least ok with at least one aspect of what we are navigating.

8. **How will you divide the work?**
   When given a particular assignment, we will lay out all the different components and responsibilities first. Then, we will allocate the responsibilities on a case-by-case (voluntary) basis. When we first discuss the assignment and list all the tasks needed. After splitting tasks based on our preference and skills, we work on most basic/difficult tasks together to make sure that everyone can complete their tasks with confidence before the next meeting.

   Because we will be focused on writing one feature, we will subdivide the work by functions and tests. We will meet together to figure out the method signatures and the details of how we want our feature to work so that we are able to do work independently, and then divide the work from there. Within these subgroups, during the collaborative coding, one will be a driver (writing code) and the other will be navigator (ensuring accuracy, finding answers by searching, checking bugs). We will trade places as we see fit (both of us might prefer one role over the other).

   As we develop the program further, we can plan another possible feature and go about dividing work in the same manner.

9. **How will you ensure that everybody participates meaningfully? How will you make sure that everyone's contribution is valued?**
   Refer to section 4 (on respect) and
   - Respect each other's opinions and values and strive to validate people's contributions to the group so that others feel good about what they bring
   - Make sure everyone is comfortable sharing their ideas
   - Reflect on teamwork during weekly meetings
   - Encourage each other to try things outside of their comfort zone without fear of failure
   - Figure out what the goal of our meeting is at the start so we are both clear on what the other expects to accomplish that day.

10. **What expectations do you have for satisfactory participation? (How much time will each group member spend per week on project activities?)**
    For satisfactory participation, the expectation is that you put in effort. There is not a specific benchmark that you must reach to have participated enough. However, we should not expect either of us to exceed around 6 hours per week. This amount will vary based on the workload/circumstances (attending office hours, project is due the next day, etc.). We will be upfront when not able to complete your task(s) - communicating early is key.

11. **What process will you follow if someone does not live up to their responsibilities and/or meet the standards for work set by the team?**
    The first course of action will be to check-in with this person, to see if there are any extenuating circumstances. If this becomes a recurring issue, however, we will inform Anya. We hope that team members can communicate early on if they are not able to meet responsibilities; we will strive to be understanding of each other.

12. **How will you address conflict or deal with disagreements within the team?**
    Each of us will strive to consider both sides of the dispute and will try to move forward with whatever benefits our learning and teamwork the best. We will try to compromise and make sure that people feel relatively happy with what we decide.