Project Proposal Part I
CS 257
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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:

Isabella: I have experience working on larger-scale coding projects in Python, as well as project management.
Kana: I have some background in Statistics and like finding/solving bugs.
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.

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?**
   We will meet twice a week Tuesday 6-8pm and Sunday 1-3pm and schedule additional meetings as needed (for example, if we have an upcoming deadline). Our primary meeting place will be the CS Lab on Olin 3rd. We used when2meet to decide on a time that works best for everyone.

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.
   Taking notes - Isabella

Setting agenda - Kana
Asking Anya questions on behalf of the group - Morgan
Facilitating discussion - Alice

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 create an iMessage group chat (everyone in our group owns an Apple device) for convenience. Notify the group chat if you are running late, have to miss a meeting, or have questions. We will schedule meetings in advance through Google Calendar (Isabella will send out the invites) so that it is marked on people's 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 persepctive 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.

5. **What are the rules for dealing with a teammate who hasn't been communicating? How frequently should team members communicate / check in?**
   Everyone should check the group chat at least once a day, and give status updates on what you've been working on once or twice a week. If a teammate 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 them 1-on-1 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.

   Since our program will support two main features, **getIngredients** and **getProducts**, we will divide into subgroups to work on these features. Isabella and Kana will work on getIngredients; Morgan and Alice will work on getProducts. Within these subgroups, during the collaborative coding, one will be a driver (writing code) and the other will be navigators (ensuring the accuracy, finding answers by searching, checking bugs). Drivers and navigators will rotate every 30 minutes during each meeting.

   As we develop the program further, the subgroups can work together for possible extensions for the feature.

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 people to try things outside of their comfort zone without fear of failure

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 around 6 hours per week. This amount can depend on the workload/circumstances (attending office hours, project is due the next day, etc.). However, we get that life happens. 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?**
    Refer to section 4 on respect.
    The team will consider both sides of the dispute and will try to move forward with whatever benefits the project as a whole the most. We will try to compromise and make sure that people feel relatively happy with what we decide.