**Customer**: TB-RPG

**Team**: Random Cocktail Generator

**Week**: Monday October 24th to Sunday October 31st

**State of the Project**:

The project continues to come along nicely. Rahul, Danny, and Ryan are still working on the back end / front end. Barbara is catching up from the work she lost. The team has been exploring an "adj/verb + noun" model for naming a randomized drink. They developed working code that does exactly this.

This runs counter to my idea of combining parts of words, however I will resubmit the idea to the team so they can once-and-for-all make a decision on whether their names will include parts-of-words combined.

**Was I shown a working prototype?**

Yes, I saw a prototype for showing drinks based on what's in the fridge, and for getting a random recipe. These have come further along than last time. However, I haven't yet seen the prototype for random drink generator, but it will come in time.

**How well did the project follow my priorities in the previous week**?

Still no development on User Stories. Still no sound effects. However, we are switching our model from me "simply asking for priorities" to communicating with Tyler the order in which they should be prioritizing their "todo" list on their Feature Board.

I have come up with many ideas I would like for them to integrate, however it is Tyler's role to add these ideas to the feature board. At the moment, he is keeping the ideas in a folder called "Ben - Customer Wants." I will work with him tomorrow to move these ideas onto the board.

**Priorities for next week**

Work on everything that's in the "In progress bar". These are "Add items to smoothie database", "add thematic elements to random name generator code", and "Develop python code for fridge feature."