

Report is also in the code!

Introduction

The goal of this data science project is to find me a place to eat for lunch in a random place. The business problem is that I am hungry and looking for food. I like variety in my diet so this project has to be able to find different types of food depending on my mood.

Dat

The data we will be using is the foursquare API and menu's scraped from the internet(when available).

Methodology

The methodology we will be using is a simple Euclidian Distance Algorithm to determine the closest food of the search. See below for the code and implemented methodology.

Results

In our search we looked for the closest Italian Restaurant which was Loeb's New York Deli. After thorough review we decided that it was indeed worth a full 7.8 rating that it was given on foursquare.

Discussion

While this code was designed using Euclidian Distances we probably should have used Manhattan Distances because it would probably give us results that were faster to get to based on actual walking paths instead of direct distances. We could have also made this more userfriendly using plotly or some other visualization technique.

Conclusion

This algorithm performed as intended but I could have done more to make it more appealing and more thorough. The algorithm is also not user friendly but it does result in delicious food.