Software Design Review 1- Reflections
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Feedback and Decisions

We were told that we'd be able to make more recipes than we had originally planned by starting with classes that have one repeatable/slightly adjustable instruction set. As well, we were told about qtpython, flask and django as gui options. As for the recipe generation methodology, the consensus of the group validated our idea of how to sort and combine ingredients. There were additional edge cases that were pointed out, like not to randomly select more than one heating process (cooking, frying, boiling) and, for example, not frying, baking and then boiling a chicken. In order to implement it, we will put in code to protect from the edge cases, look at the guis presented and try one library each to select the best one, and each choose one class of food category to create, after the general shifting of our current classes. The new questions that came up for us is how exactly we'd like the user interface to look and how many categories of food we will have to time to incorporate.

Review Process Reflection:

Since we forced ideation by getting people up to whiteboards, it seemed that we received a greater quantity of feedback than other groups in our section. Since people were interacting with each other while ideating, they were able to generate ideas in a more team oriented way. The main question, that of which GUI we should use, was not fully nailed down, but we received good advice which we will continue to take under consideration. We think that by offering little more than questions for people when we asked for feedback that we allowed for a greater amount of freedom in people's thoughts, which hopefully let to more creativity. We could have made this process better by not mentioning some of the answers we were considering to not constrain people to one line of thinking, especially in terms of our thought process for ingredient list creation. Our planned agenda was very loose and allowed for a lot of discussion between participants in the design review as well as between us and the reviewers. This setup worked well for us, and we will consider repeating this strategy in future design reviews.