

Project 4: Clubbing in times of COVID

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A summary of both sprints is given.

Sprint 1

Most of Sprint 1 revolved around understanding the different factors that should be taken into consideration while judging a bar's recommendation value. It was understood that the bar's individual rating was important but the measurement of safety and coolness also needed to be taken into account. As a principle amount of time was taken to understand the methodology and outline of the code, we decided to keep the algorithm simple and not go into too complicated formulas. Thus, we got a chance to build upon the code and improve it vastly in Sprint 2. In Sprint 1, judging by the output, we realized that it wasn't practical to give safety and coolness/popularity equal weightage as they both are inversely proportional to each other. Some sort of standards were needed to define a bar's recommendation as just applying one single formula to all the bars without assessing their realistic safety factor (as other things such as size of the bar to accommodate people wasn't taken into consideration) did not do justice to its popularity or its rating.

Sprint 2

In Sprint 2, we looked more closely at how each bar should be judged and set these threshold values which were based off of sensible estimates on how safety should be measured. Placing too much importance on safety in relation to how packed the bar only undermined its obviously high popularity. Therefore, we created different formulas to go with different safety thresholds. In addition, we realized that it would be better to have our program actually order and rank the bars instead of just attaching scores to the given list so that YelpHelp would also find it easier to navigate as well.