

Restaurant Ratings Done Right

Software Engineers: Jake Speyer, Dylan Guzman

Computer Scientists: Hovag Apelian, Cory Grewohl, Ryan Miller

"I don't know"

"I don't know"

"Ok... Do you have any preferences?"

"I don't know"

"Ok... Do you have any preferences?"

"I don't care"

"I don't know"

"Ok... Do you have any preferences?"

"I don't care"

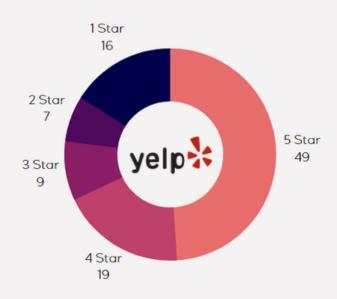


## the problem?

Finding a restaurant for a date, a large group, or a fun night with friends can be tedious.

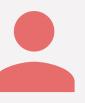


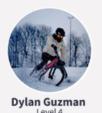
## ok... how?



### ok... how?

Simplify User Input to likes and dislikes.









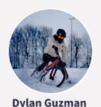


400

#### ok... how?

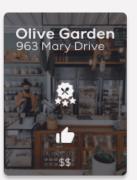
//o1 Simplify User Input to likes and dislikes.//o2 Ask The User To Choose.











402







The cost, restaurant rank, user-level, and distance are factors.

#### ok... how?

//o1 Simplify User Input to likes and dislikes.//o2 Ask The User To Choose.



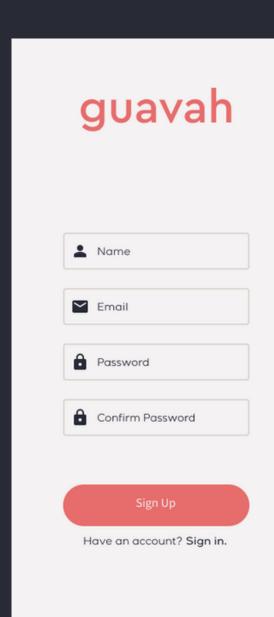
#### Level+ XP+ Impact+

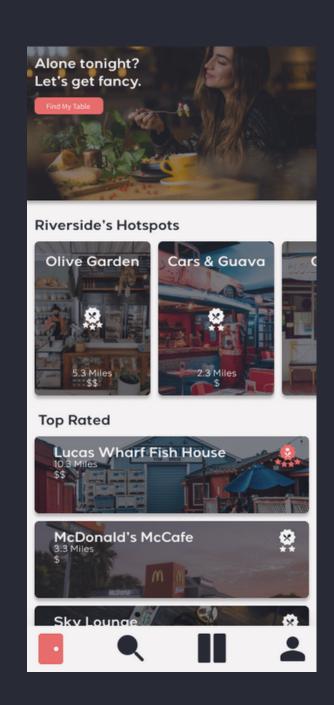
#### ok... how?

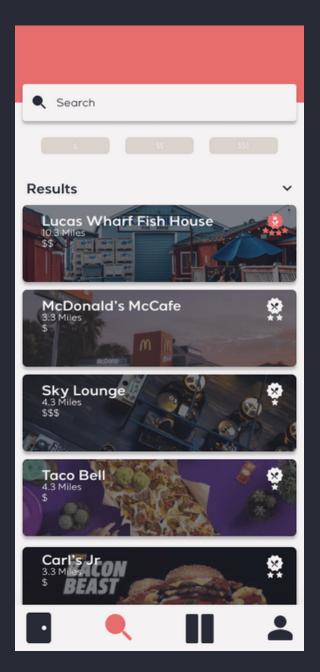
- //01 Simplify User Input.
- //02 Ask The User To Choose.
- **//03** Reward The User.

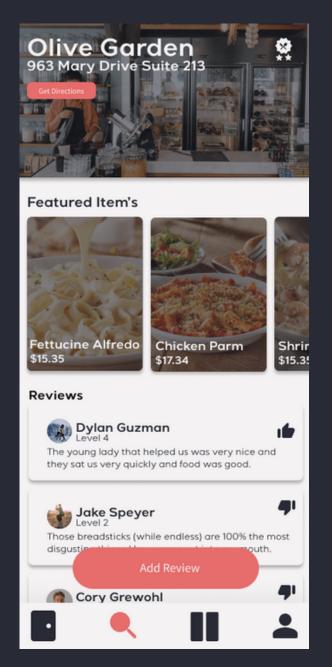


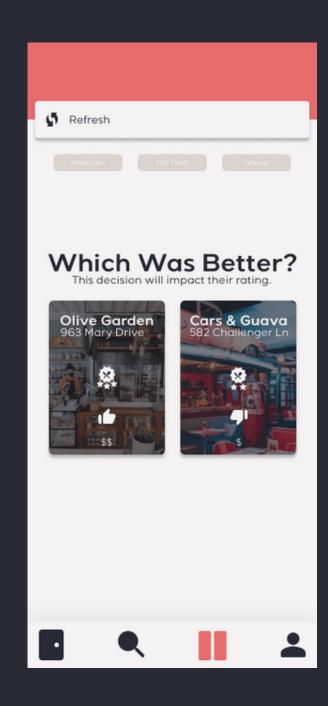
### wireframes

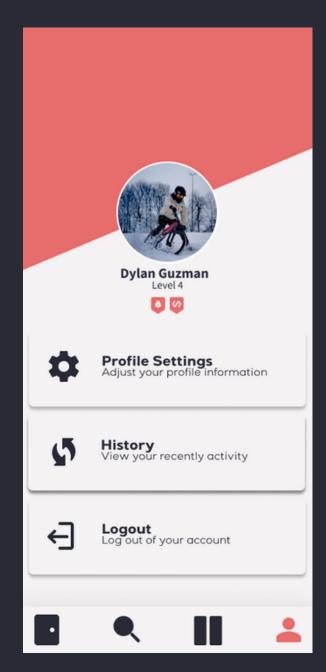


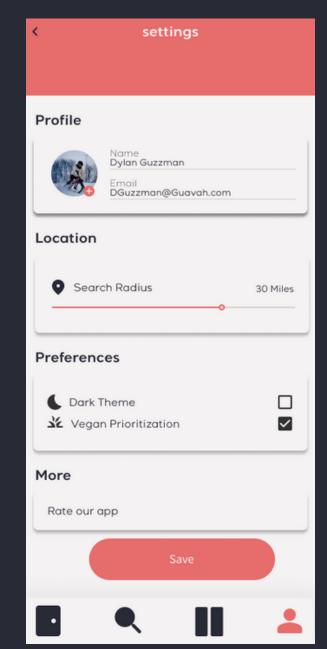


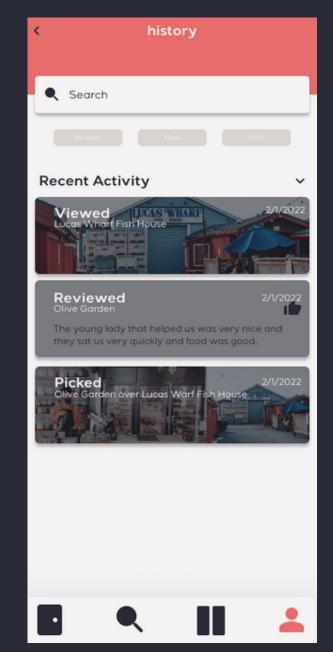




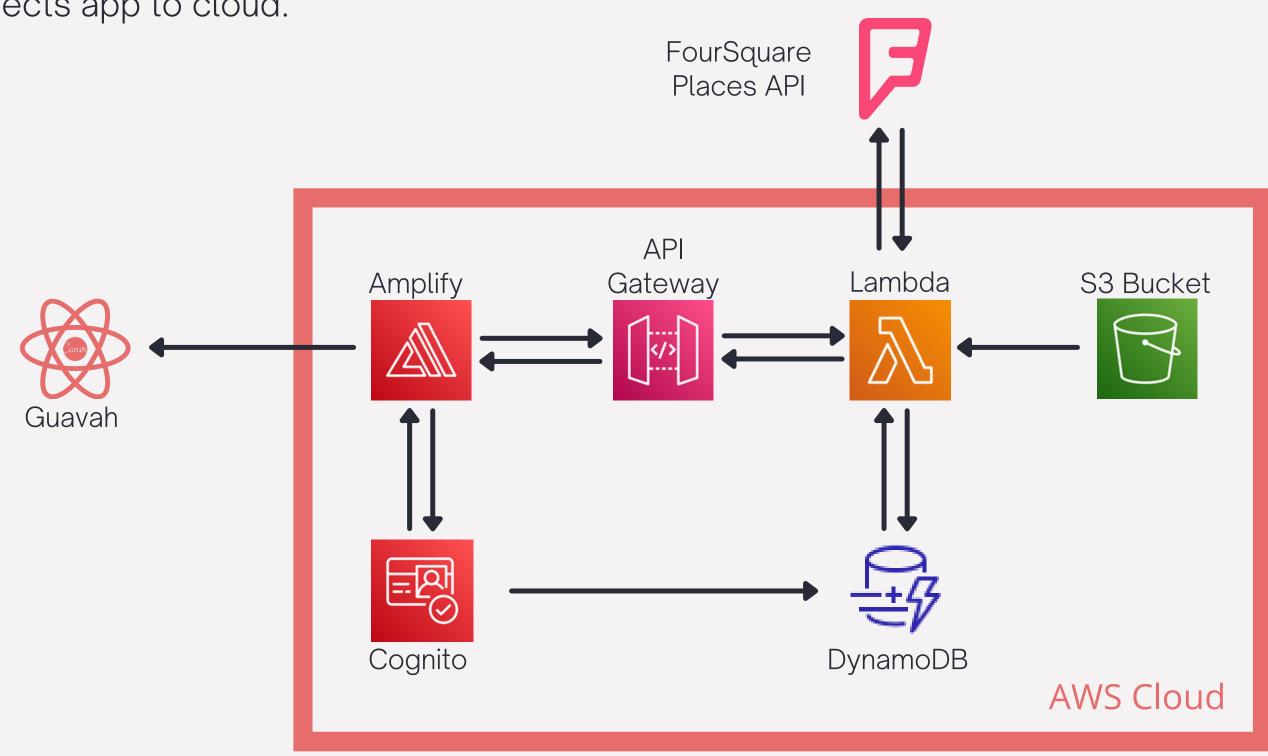


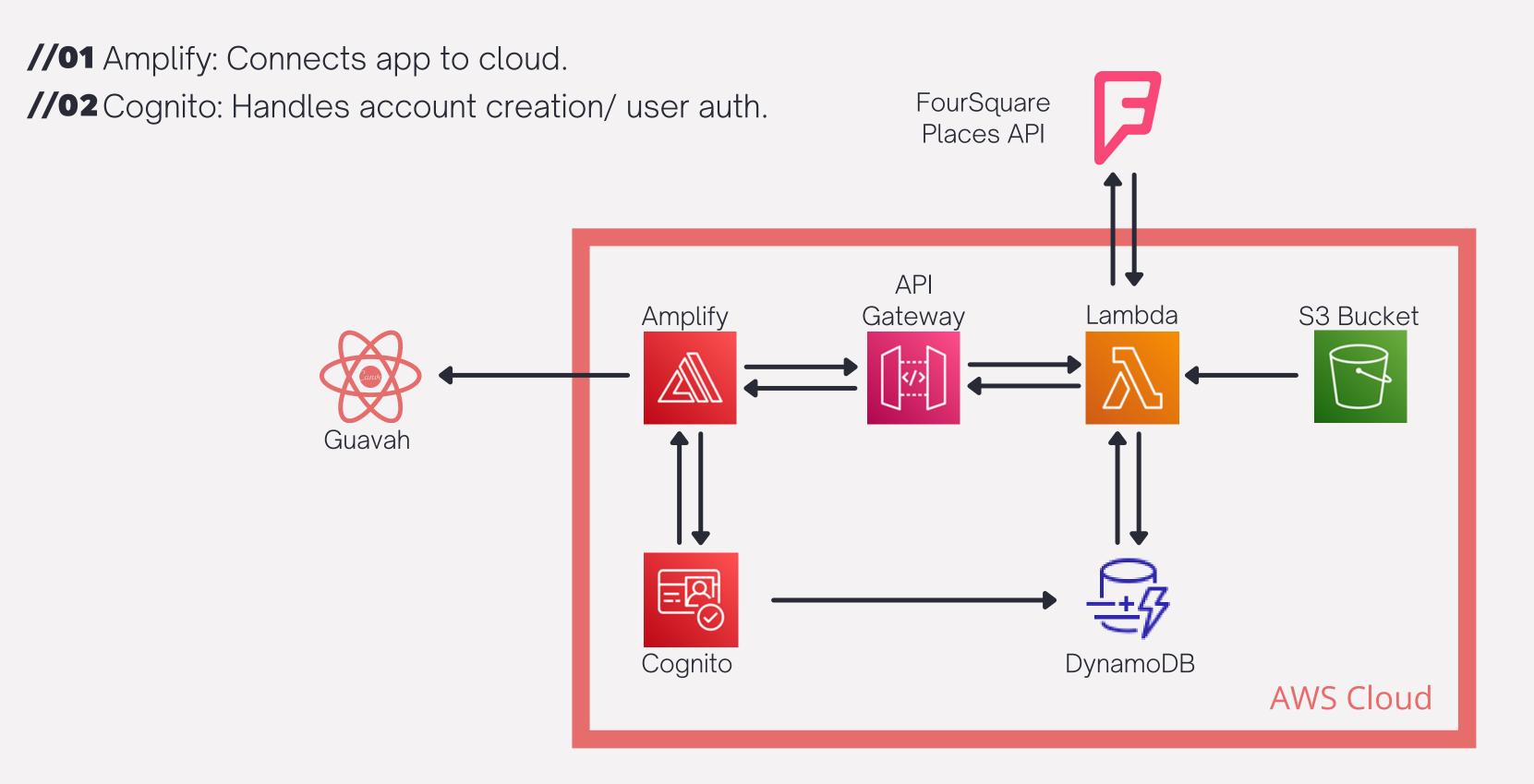


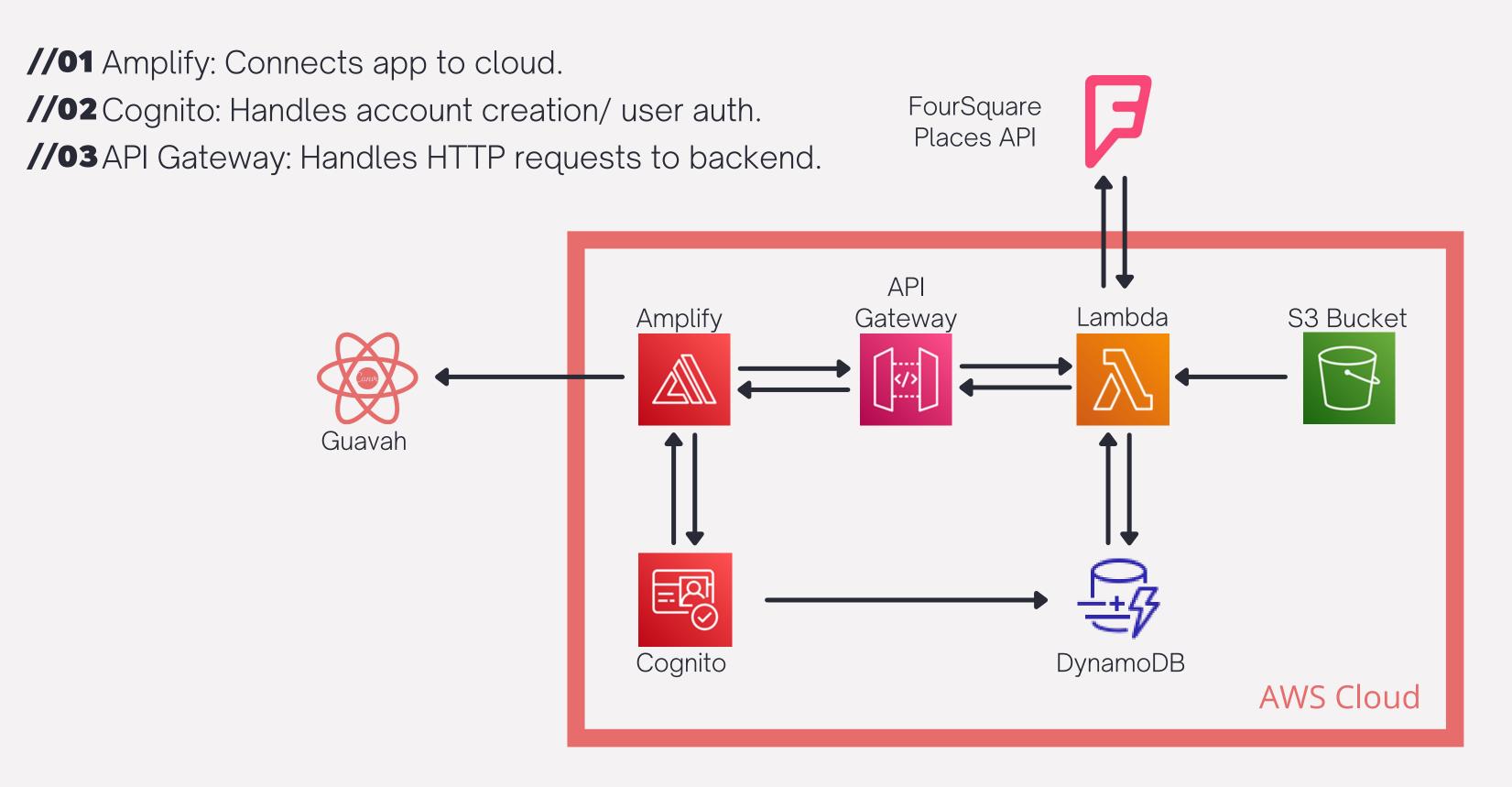


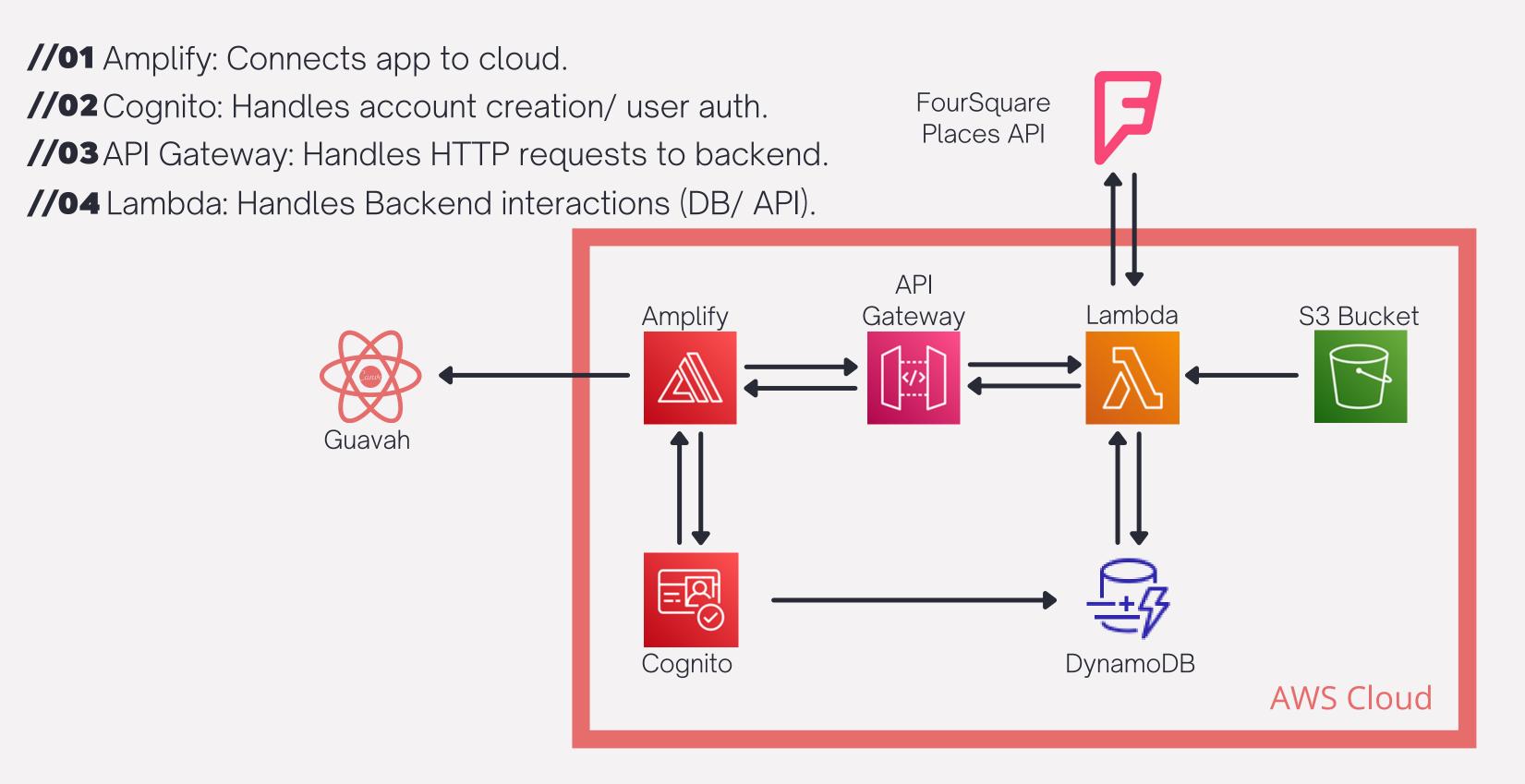


//O1 Amplify: Connects app to cloud.









## demo

# Ive demo

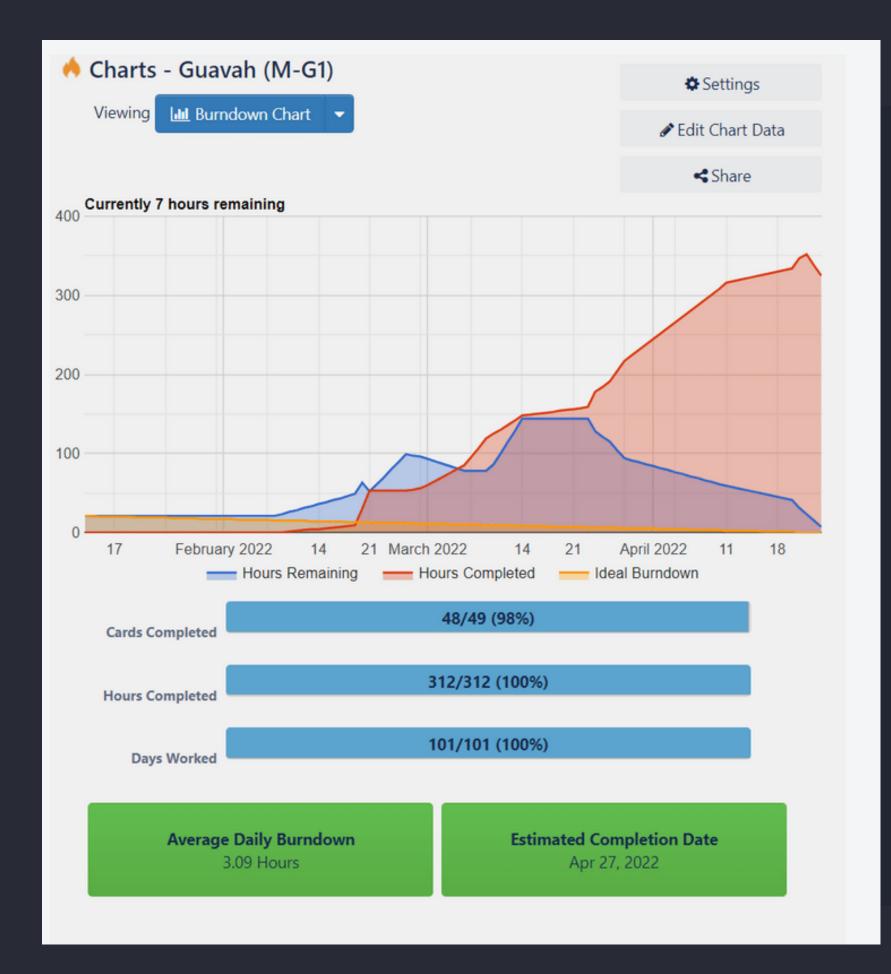
# guavah

(brought to you by dylan.

this is not dylan)

# live demo

## project management



#### burn down

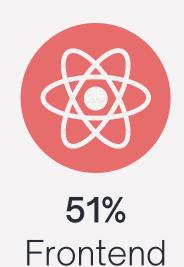
48/49
Cards completed.

101+
Days Worked.

## the raw numbers

28,740 Minutes

**479** Hours





41% Backend



5.3% Research



2.4% Databases

## the money

28,740 Minutes

**479** Hours







### advice & lessons

#### //01 Teamwork

- Define roles from start.
- Communicate and ask for help when stuck.

#### //02 Understanding

- It's ok if everyone is not putting in the same amount of time.

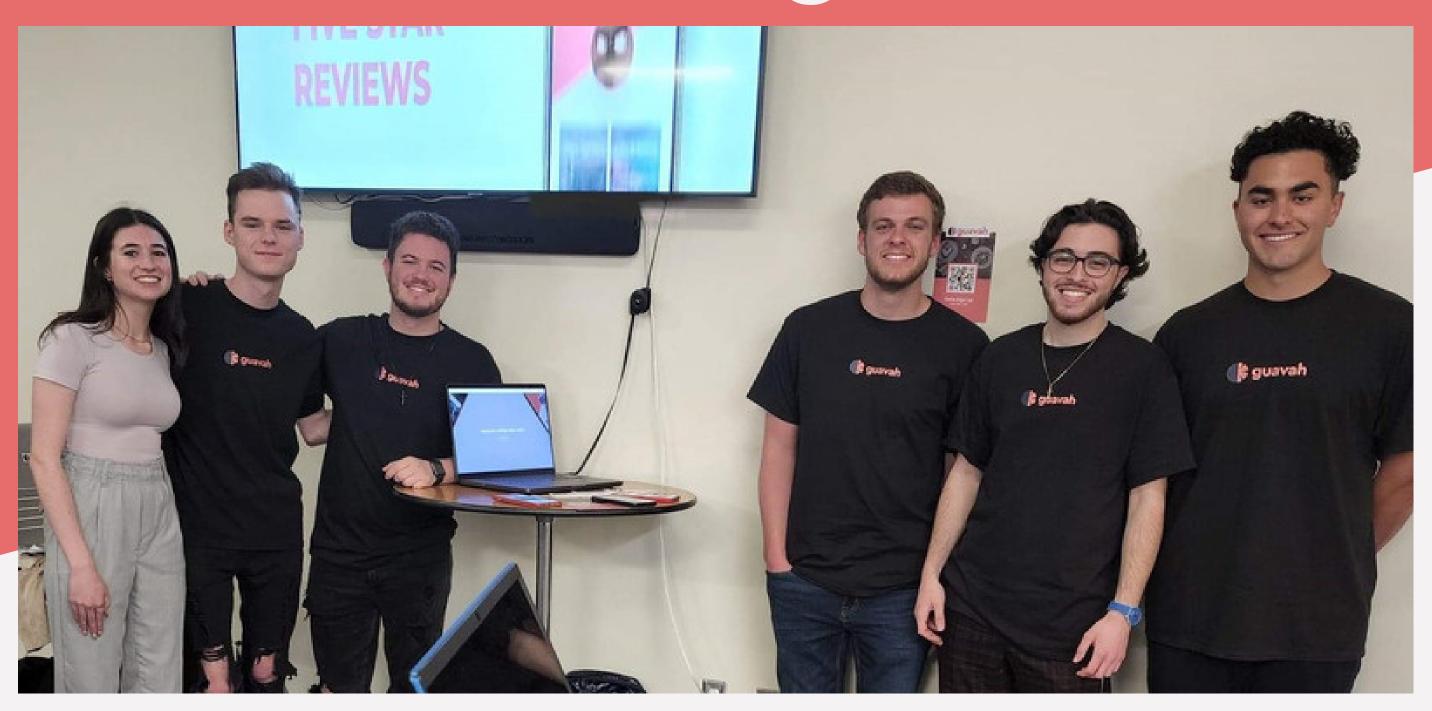
#### //03 Critical Thinking

- Troubleshoot problems individually before asking for help.
- Open to learning through application due to time constraints.

#### //04 Communication

- Tell teammates about solved problems to avoid solving the same problem twice.
- Learned how to communicate between two separate teams (frontend/backend).

# thank you.



# (kguavah