

Feedback and decisions

Most of the feedback we received centered around the user's interaction with our program. We had come in with questions about the visual representation of our program, and everyone was very helpful in this respect. We learned that we should definitely include pictures with our recipes, and that we should limit the number of recipes displayed (probably between 5 and 10 recipes for a given search, although we could include as many as 20). People liked the idea of incorporating a cookbook in which a user can store recipes they've previously tried and can go on to rate them. The audience suggested that we include a feature so that different users can see one another's ratings. They also suggested that different users be able to "share" their pantries so that more than one user can collaborate on a recipe without having to re-enter pantry information.

On the other hand, we generated many new questions during our design review. To begin with, the idea of using qtpython was introduced as an option to design GUIs, so we are planning on researching this tool in the coming weeks. We also discussed the use of different APIs than the one we are currently work with to include pictures and other features. We will also be researching this in the coming weeks. We received many suggestions of features that would make our program more interesting, so we must decide how to incorporate this (where we should include allergens, how people should be able to collaborate, etc.).

Review process reflection

1. How did the review go? Did you get answers to your key questions? Did you provide too much/too little context for your audience? Did you stick closely to your planned agenda, or did you discover new things during the discussion that made you change your plans? What could you do next time to have an even more effective technical review?

We followed our agenda fairly closely, which involved presenting our plans about certain aspects of our project and then asking for feedback. We think we provided

enough context for the audience to understand the goals of our project and what we had accomplished so far. We received useful feedback about additional features the app should have in order to be useful, and where in the class diagram we could implement them. As we got feedback, it was helpful to ask clarifying questions in real time and keep building off the suggestions. We would still like more feedback on the GUI and databases, as most of the groups had the same types of questions so we were not able to give suggestions to each other.

In order to have a more effective technical review, we are planning to utilize whiteboards and sticky notes to generate more ideas from the crowd. Additionally, we would like to have a mock up of the app as other teams did so that the audience could better understand our ideas for the layout and eventually the integration between the database and GUI.