

Matt Chalabian Feedback:

- **Cognitive styles reflection: Respond with either (1) something you found interesting about their reflection, (2) a way you two are different in your cognitive styles, or (3) a way you two are alike in your cognitive styles. 2+ sentence per teammate.**
 - I really liked how Matt described his approach as a “breadth-first search” approach. Although I would usually describe myself as such in my general learning, when I want to learn something specific, ie a new framework for the MVP assignment, I usually go down the rabbit whole for that specific piece of technology.
- **UI design: Respond with (1) a positive comment about their UI design AND (2) a suggestion or question. If needed, provide a drawing. 2+ sentences per teammate.**
 - I love the details in this UI design. The page looks very clean and intuitive to the user and I like how much customization is allowed to the user. One question I had was around the save button, where would the image save to? Intuition tells me it would be downloaded. One suggestion I have is to add an FAQ page or a how-to page for anyone using it for the first time

Shensheng Liu Feedback:

- **Cognitive styles reflection: Respond with either (1) something you found interesting about their reflection, (2) a way you two are different in your cognitive styles, or (3) a way you two are alike in your cognitive styles. 2+ sentence per teammate.**
 - I differ with Shengsheng in my attitude towards risk in the realm of exploring technology. Although I am a cautious person like Shengsheng in general, I tend to explore and try out different functions when it comes to learning a new technology.
- **UI design: Respond with (1) a positive comment about their UI design AND (2) a suggestion or question. If needed, provide a drawing. 2+ sentences per teammate.**
 - I love the cleanness of the UI, it makes it really easy to see what is going on. Its also very detailed to see each and every page. One suggestion is to add a rock-paper-scissor rules on the welcome page just in case someone doesn't know how to play it. Another suggestion is to use the challenger's name when they win or lose and make it more personalized in that way.

Yi-Lung Chen Feedback:

- **Cognitive styles reflection: Respond with either (1) something you found interesting about their reflection, (2) a way you two are different in your cognitive styles, or (3) a way you two are alike in your cognitive styles. 2+ sentence per teammate.**

- I'm similar with Yi-Lung regarding a task orientation for motivation in trying out new technology, however this is limited to using technology for school or work. I find myself exploring different possibilities with a technology if its something I am using for leisure.
- **UI design: Respond with (1) a positive comment about their UI design AND (2) a suggestion or question. If needed, provide a drawing. 2+ sentences per teammate.**
 - I love the voting button. I feel like this is much better than asking a user to give a star rating in a way because its simple, whether you like the restaurant or you don't. I also really appreciate the help button as I'm sure many users will find that useful. One clarification that would be helpful in the UI is what creating and joining groups add to the user's experience. Does the user need to have a group to use the app? Another suggestion is to allow the user to go from the searching for restaurant page straight to the results page if they didn't want to vote.

Chinedu Nwokeji Feedback:

- **Cognitive styles reflection: Respond with either (1) something you found interesting about their reflection, (2) a way you two are different in your cognitive styles, or (3) a way you two are alike in your cognitive styles. 2+ sentence per teammate.**
 - I'm very similar to Chinedu in that when I use a piece of software and run into an issue, I tend to think the program has a bug. When it comes to writing my own program and getting errors, I have learned that its usually due to my own issue.
- **UI design: Respond with (1) a positive comment about their UI design AND (2) a suggestion or question. If needed, provide a drawing. 2+ sentences per teammate.**
 - I really like the four buttons at the bottom of the page, allowing the user to easily navigate through the app. I also love the optionality of dark mode! One addition I would add to the UI is to put a border around the button at the bottom of the page to indicate which page the user is on. I really like the search page as well and would suggest putting that as a button at the bottom of the page as I could see users wanting to use that function very often.