Team UH OH STINKY Milestone 3 Report

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The goals for Milestone 3 for our team were to finish as many stretch goals as possible as well as fine tune the GUI and all functionality. Matt and Nate continued to work on the front end while MJ and Hanna continued to work on the back end. We accomplished (almost?) all of our goals for this milestone with efficiency and success. It looks as though we won't have much else to do before the final submission.

One of the major things that we had to adjust in our program was the way that the user preferences were passed between the front and back end. Originally, we had a randomize() method in our model that returned a list of `Ingredient`s, which is a type that we defined. This ended up creating some complications on the front end because they receive the preferences from the user as strings. In order to eliminate the need to alter a big majority of the code on the front end, we fixed this issue by converting typed from `Ingredient` to `String` in just a few places on the back end. Another issue we found was that our app was returning duplicate ingredients in the final randomized sandwich so we took care of that. Additionally, we cut down some duplicative code in order to make the code look nicer and improve runtime. Lastly, we changed our randomize() function to count calories in a way that was adjusted in order to account for the change in type.

On the front end of things, we implemented the preferences tab. We also altered the arrays that store the options selected by the user so that it can be sent to the back end, and the back end can easily interact with it. We implemented more of the UI and added in some additional choices to choose from in preferences. We fixed up some of the navigation issues and transfer of data between views. For the final version that we will submit, we need to implement the calories picker as well as the diet picker. We also need to put some finishing touches on the UI in order to make it look more consistent and homogeneous. Lastly, we will need to finish some of our front end stretch goals. All in all, we are on track to finish on time.