

Vision Statement – Noam Domovich

Name

An Architecture of Digital Gastronomy

Project Definition:

Build the infrastructure to facilitate research in the field of Digital Gastronomy. We are focused on the software elements connecting the user interfaces, data, rendering agents and geometrical compute engines.

Target Personas:

We plan to develop software that will serve both chefs in designing dishes and cooks in implementing dishes in real-time environments. The project does not overstep its reach in suggesting a fully viable UI for each persona, but rather design and implement a fully formed architecture for common use cases.

Tasks:

- Choose languages and frameworks for App Server, Client, DB and 3rd party software APIs
- Design and implement architecture for Server's support of multiple external APIs
- Implement API sockets for geometric engine (grasshopper & rhino), Robotic Arm SW, Aroma and Taste DBs, Pairing DB, Substitution DB
- Implement rudimentary UX views and navigations