1. **Introduction**
   1. INTRO: “We are Team JeRKS, Joe, E (point to computer), Robin, and Kate and Shawn. Together we have created a web application that helps dinner party hosts in the planing and menu coordination with guests. We wanted to make party planning fun and easy for all individuals involved in the planning process, allowing complete transparency in who is attending and which person(s) are bringing which items. We want to encourage people to host more gatherings by getting the whole party involved in the planing and execution and taking the burden off doing everything off of the host.
   2. THE STORY: “If you’ve ever planned a dinner party, you know it can be a colossal headache. Making everything yourself, continuing to try to cook, while trying to host a party is too much. If you’re willing to host they party, you can use MyShinDig to crowdsource most of the cooking out to your guests, so you can relax a little and enjoy the party too.”
   3. LEAD IN TO WALKTHROUGH; “Themes are fun. Throw a theme party and encourage guests to get in the mood by suggesting costume and a theme menu. Guests can see what dishes other guests have said they are bringing and tweak their offerings to balance out the menu. The more involved you get your guests the more excited they will be to contribute to your party, making the party more enjoyable for everyone”
2. **Functionality Walkthrough**
   1. Index - Pretty simple welcome page that instructs the host to begin planning their party
   2. Host - Create a party
   3. Guest -
   4. Menu -
3. **Communication Tools used:**
   1. White board for planning of the project.
   2. Trello for a staging area of ideas
   3. Slack for communication
   4. Group meetings at an agreed location.
   5. The group worked together to address what needed to be done, locating tools, API’s, JS libraries and regular Git complications.
4. **How did we manage responsibilities?**

We just king of chose areas to work on. I jumped on the basic structure first and Kate cleaned and refined behind me. I think Joe and Shawn each chose functionalities to work on. We mostly used class time to sort out who was going to work on what.

1. **Design Considerations**
   1. “We tried to keep our design simple and within the bootstrap framework for it’s responsiveness. Slim minimalist style.”
   2. Added the carousel on a whim to get some visual action. Was able to find and crop some good pictures easily and it stayed.
   3. Utilized Thesaurus to brainstorm app name. Other top contenders were, DinDin, SirEatsAlot, Moveable Feast, Jollification, DinBash, A Small Affair, MyShindig, SitDownSocial.
   4. Stole all of photos with an eye towards images that could be cropped and still retain a viable representation.
2. **Libraries and API Utilized**
   1. Izimodal - New Technology-(take the audience to their website, and use their demo to show what’s possible with izimodal?). [iziModal.js](http://izimodal.marcelodolce.com/) is an elegant, responsive, flexible and lightweight modal jQuery plugin. Used for our modals.
   2. popper.js - New Technology - javaScript library to power the bootstrap dropdowns. [Popper.js](https://popper.js.org/) is a lightweight (4kb minified) library for managing poppers, tooltips and popovers. You can quickly and easily position tooltips with just a single line code.
   3. Yummly API - Query recipe suggestions based on theme cuisine. We were hoping to utilize this API to make recipe suggestions, but didn’t quite figure it out.
   4. Firebase API - Database. Shawn’s experience with SQL helped here.
   5. SendGrid email API - Integrate quickly with SMTP. E-mailing service. Used to send out invitations to guests.
3. **Conclusion**
4. I think our goal was achieved in that we included the minimum of functioning components to complete the assignment. We had loftier goals, but couldn’t get the recipe suggestions from Yummly API to work. There are piece of excellence and there are remnants of dreams.
5. **Team Efforts**:The shown application was created based on a mutual enjoyment of the company of friends and family gatherings and the common hang-ups which are associated with the creation of party events. The group was split between front (UI/UX) experience and backend (information guts) which helped to build the application.
6. **Challenges Faced**:
   1. **Kate** – Github: not enough information based on the use of the Github system the work around issues for pull/push/merge/conflict resolution.
   2. **Joe** – Communication: Though there was communication between the members there was still a good amount of confusion. Attempting to manage and work around all individual lifestyles made it hard to know where everyone was at and how everyone was doing at different points of the project.
   3. **Robin** – Git (rebasing), as well as understanding different ways to approach the project at hand. We should have spent more time figuring out what was feasible, rather than just jumping in, but time was a consideration. We decided what we wanted to do and tried to get there.
   4. **Shawn** – (branching and rebasing): was not clear how to easily and properly rebase a branch when there were conflicts which resulted in trashing material and trying to start anew.
7. **Improvements Desired**:
   1. We would enjoy creating having more time to create a flushed-out data model for the project.
   2. The project could benefit from having food and music recommender within the project.
   3. Additional themes (Star Wars, Harry Potter, Star Trek, etc.) based themes.
   4. A dynamic mapping tool which would allow users to get directions from their location to the host space. May even include weather map to plan for poor conditions.
   5. It would have been nice to have a name for the each party instead of just the hosts name.
   6. We could add social media links to try to create sharing of dinner party pics through our sites Instagram page. Integrate with Facebook to find friends to invite.
   7. There are lot’s of possibilities for improving upon this concept.