1. New Ingredient Added
2. Check for new possible cocktails
   1. No new cocktails – add ingredient to bottom of list – no new actions
3. Update the interactionMatrix
4. Calculate the current optimum position for the ingredient and insert it
5. Insert the new cocktails at the midpoint of ingredients
6. Set ingredientOptimizeFlag and cocktailOptimizeFlag
7. Run Ingredient Optimization to find possible new positions
   1. Optimum achieved – Turn off IngredientOptimizeFlag and continue running cocktail position optimization (line 9)
8. Ingredient list is still improving
9. Run one step of cocktail position optimization
   1. If movement below threshold, turn off CocktailOptimizeFlag, done working
10. Update element positions and redraw canvas
11. If IngredientOptimizeFlag==true, setTimeout to Step 7; if CocktailOptimizeFlag==true, setTimeout to step 9