Note Taker: Anthony Andreoli

Topics Discussed

- 1. The strengths of each group member present
 - a. Tom [Computer Engineering]
 - i. Hardware, c++, java, matlab, R, robotics
 - b. Alexander [Software Engineering]
 - i. Java interest in web design
 - c. Abishand [Software Engineering]
 - i. Java, css, javascript, html, php, interest in Swift
 - d. Nizar [Software Engineering]
 - i. Java, php, graphic deign, interest in web design
 - e. Anthony [Software Engineering]
 - i. Python, java, c, css, javascript, html, php, embedded (realtime systems), robotics
 - f. Saleh [Software Engineering]
 - i. Java, css, javascript, html, php, works 16hours/week, soon to work on SQL
- 2. Everyone should be able to run php and SQL based on the same Apache server. Nizar will get the team going with this by our first official team meeting.
- 3. We are unsure if the final sprint is the due date for the entire project, or simply the final sprint. Ask TA @ next meeting
- 4. We are unsure as to the depth and scope of the documentation needed. Ask TA @ next meeting
- 5. The website will have *very basic html and* css in its initial phase to allow us to focus on the more difficult aspect of the website the backend (communicating with SQL over php, and php in general). This is something that will help us figure out the unknown aspects of the backend as soon as possible. The website can be styled to heart's content when the backend is stable. This is something we should contact the customer (TA) about before we make this decision.
- 6. Possible features with varying degrees of priority.
 - a. Login system using a database of email-password
 - b. Searching feature that allows users to search for previously asked questions
 - c. Most liked/answered comment
 - d. List of top contributors
 - e. Encryption of email/passwords
- 7. Next meeting's topics of discussion:
 - a. Create the template of the website the bare bones and functionality
 - b. How to ask question
 - c. How to answer a question
 - d. User Profile
 - e. Login system details
 - f. Documentation of the above