



PROJECT MEETING MINUTES

DATE

LOCATION

March 14, 2024

A272 – On Campus

START TIME

END TIME

TEAM NAME

12:30 PM

2:00 PM

GoodGame

TEAM MEMBERS PRESENT

Andre

Jina

Jacques

KEY OUTCOMES**DECISIONS**

Created outline of Milestone 2 Objectives

Current team members worked on Check-In Report

- Left unit test area open for Erbol's contribution

Added CI/CD Infrastructure section

- Vitest, Vite, GitHub Pages, GitHub Actions

Added API Implementation section

- Implemented first feature of BGG API

Added Application Interface (UI) section

- Pictures of UI added

Added Challenges and Roadblocks section

- Changes to features due to limitations of API (add to Lessons Learned documentation)

Added Unit Test section

- Left empty for Erbol to add screenshots from tests

Added Moving Forward section

- Diagrams and visual added to display next objectives and current progress of project

Next meeting on Mar 21st @ 12:30 PM, on campus**ACTION ITEMS**

- Complete Check-In Report by March 15 for submission
- Team members will prepare to answer questions about their chosen section of the report.