



PROJECT MEETING MINUTES

DATE	LOCATION
March 11, 2024	A363c – On Campus

START TIME	END TIME	TEAM NAME
12:30 PM	4:15 PM	GoodGame

TEAM MEMBERS PRESENT			
Andre	Erbol	Jina	Jacques

KEY OUTCOMES	DECISIONS
Discussed Check-In Requirements	<ul style="list-style-type: none">Parsa discussed testing and CI/CD infrastructure
Template of application made by Erbol discussed within group	
Discussed unit / integration testing for Check-In Requirements	<ul style="list-style-type: none">BGG feature chosen
Change of testing environment	<ul style="list-style-type: none">Vitest instead of Jest
CI/CD Infrastructure chosen	<ul style="list-style-type: none">Vite, Vitest, GitHub Actions
Reviewed User Interface Design for all 10 usability heuristics	
Challenges and Roadblocks discussed	<ul style="list-style-type: none">BGG API has limitations and will require some features to be changedHigh learning curve for producing proper tests in TDD SDLC model
Next meeting on Mar 14 th @ 12:30 PM, on campus	
ACTION ITEMS	
<ul style="list-style-type: none">BotPress implementation and testingResearch how to implement tests in CI/CD infrastructure properlyStart documentation on Check-In Report	