



# PROJECT MEETING MINUTES

DATE	LOCATION
March 7, 2024	A255 – On Campus

START TIME	END TIME	TEAM NAME
12:30 PM	2:30 PM	GoodGame

TEAM MEMBERS PRESENT			
Andre	Jina	Erbol	Jacques

KEY OUTCOMES	DECISIONS
Discussed Check-In requirements	<ul style="list-style-type: none"><li>Testing will be covered in next lecture.</li></ul>
Erbol created draft of HTML/CSS application	<ul style="list-style-type: none"><li>Double-check Ten Usability Heuristics</li></ul>
Overview of CI/CD infrastructure has been developed (Test, Staging, Deploy)	
Will move forward and implement BGG API with three features	
Watched all group presentations as a team	<ul style="list-style-type: none"><li>Feedback given about each group.</li><li>Discussed positive attributes of presentations.</li><li>Noted features we want to add to our future presentation and/or project</li></ul>
Next meeting March 11 @ 12:30 PM, on campus.	
ACTION ITEMS	
<ul style="list-style-type: none"><li>Research BGG API's implementation onto the template</li></ul>	