PROJECT MEETING MINUTES

DATE	LOCATION	
February 1, 2024	L222 – Library	

START TIME	END TIME	TEAM NAME
12:30 PM	2:00 PM	GoodGame

TEAM MEMBERS PRESENT

Andre	Jina	Erbol	Jacques

KEY OUTCOMES	DECISIONS
Jacques presented his project topic	• Tabletop Game Search and Directory Application • Had two user stories for BGG API
Jina presented Bot Learning Application	• Learn about a subject through an AI teacher • Provides text-based responses • Quizzes
Andre presented Music Info / Discovery Web Application	• Search for recommendations • Showcase music similar in genre to expand the user's playlists • Music Application was vetoed
Discussed possible features for Bot Learning Application	• Provide recommendations • Assist with user questions • Enable chatbot to have small conversations if user prompts
Discussed possible features for Tabletop Game Search	• Search up board games with specific criteria • Display information about board games • Display user reviews and rating about board games
Roles were determined for project	• Andre – Project Lead • Jina – API Integration Lead • Erbol – Front-end Lead • Jacques – Communications Lead
Created a sketch framework for application	
Next meeting on Feb 3, after class.	
ACTION ITEMS	
• Jina will research information on AI compatibility with other APIs • Jacques will start constructing documentation	