



# PROJECT MEETING MINUTES

DATE	LOCATION
February 10, 2024	A275 – Lab

START TIME	END TIME	TEAM NAME
12:00 PM	1:30 PM	GoodGame

TEAM MEMBERS PRESENT			
Andre	Jina	Erbol	Jacques

KEY OUTCOMES	DECISIONS
SDLC chosen – Test-Driven Development	<ul style="list-style-type: none"><li>Will focus on testing before coding</li></ul>
APIs chosen	<ul style="list-style-type: none"><li>BoardGameGeek API</li><li>BotPress API</li></ul>
Working Environments updated	<ul style="list-style-type: none"><li>React</li><li>Material UI</li><li>Many different Libraries</li></ul>
Created draft for WBS	<ul style="list-style-type: none"><li>Planning</li><li>Research</li><li>Testing</li></ul>
Drafted sketch of framework and Data Flow Diagram (Level 0)	
Jacques received feedback from Parsa about WBS structure, DFD, and framework	
Next meeting on Feb 15, in A317 at 12:30 PM	
ACTION ITEMS	
<ul style="list-style-type: none"><li>Andre will prepare three features for each API and present next meeting</li><li>Jina will research ChatGPT implementation for BotPress</li><li>Erbol will research front end resources</li><li>Jacques will start creating WBS and Gantt Charts for documentation / report</li></ul>	