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PROJECT MEETING MINUTES

DATE	LOCATION
January 26, 2024	Online (Skype)

START TIME	END TIME	TEAM NAME
4:00 PM	5:00 PM	GoodGame

TEAM MEMBERS PRESENT

Jina	Andre	Erbol	Jacques

KEY OUTCOMES	DECISIONS
Each team member pitched their project idea	- Erbol – Job Search / Posting Application - Jacques – Tabletop / Board Game Search Application - Jina – Recipe Search / Grocery List Generator Application - Andre – Music Recommendation Application
Discussed SDLC methodologies to fit our group dynamic	Considered factors include schedule / availability and flexibility of project maintenance
Our personal goals were discussed for what we wanted out of this project	- Preference of front/back end - Full stack development - Growing our portfolios
Discussion of roles for each member	Team Lead, Communications Manager, Front End Developer, Back End Developer?
Prepared questions to ask Parsa next lecture	- Can we utilize templates to start the project? - Can we explore additional resources? - Are AI API's and resources difficult to find/create and is there a steep learning curve?
Next meeting on Jan 27th , after class @ 3:30 PM	

ACTION ITEMS
- Group will decide on an Agile Framework for next meeting.   - Discuss questions about project with Parsa the following day in class.   - Emailed Parsa regarding expected team roles in the project.