PROJECT MEETING MINUTES

DATE	LOCATION
February 15, 2024	Room A317 – On Campus

START TIME	END TIME	TEAM NAME
12:30 PM	3:00 PM	GoodGame

TEAM MEMBERS PRESENT

Andre	Jina	Erbol	Jacques

KEY OUTCOMES	DECISIONS
Reviewed feedback given by Parsa from last meeting	• Changes that need to be made to WBS, DFD, and Framework
Discussed progress on milestone checklist	
Features reviewed, adjusted, and completed	
Four User stories created	• Some more details needed to complete user stories
Overview of WBS	• Added last few branches. • Adjusted old branches to reflect SDLC
Team members are given individual tasks to complete by 19th for report	• Jacques - Overview of the Project / Outline SDLC model / User Stories • Erbol – Outline Tech Stack • Andre – Features and APIs • Jina – Wireframes / Prototype / DFD • Team – WBS / Project Schedule / Timeline
Presentation tasks given to each team member	• Jacques – Overview of project / SDLC • Erbol – Tech Stack / DFD (level 0) • Andre – APIs and Features • Jina – Wireframes / Prototype
Next Meeting after Reading Break	• Will be determined after next class
ACTION ITEMS	
• Team members will prepare their individual tasks for the report • Team members will prepare their individual slides for the presentation • Film presentation on the 20th on Zoom	