Project Meeting minutes

DATE LOCATION

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| February 10, 2024 | A275 – Lab |

START TIME END TIME TEAM NAME

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| 12:00 PM | 1:30 PM | GoodGame |

TEAM MEMBERS PRESENT

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| Andre | Jina | Erbol | Jacques |

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| **KEY OUTCOMES** | **DECISIONS** |
| SDLC chosen – Test-Driven Development | * Will focus on testing before coding |
| APIs chosen | * BoardGameGeek API * BotPress API |
| Working Environments updated | * React * Material UI * Many different Libraries |
| Created draft for WBS | * Planning * Research * Testing |
| 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** | |
| * Andre will prepare three features for each API and present next meeting * Jina will research ChatGPT implementation for BotPress * Erbol will research front end resources * Jacques will start creating WBS and Gantt Charts for documentation / report | |