Project Meeting minutes

DATE LOCATION

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| --- | --- |
| January 26, 2024 | Online (Skype) |

START TIME END TIME TEAM NAME

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| --- | --- | --- |
| 4:00 PM | 5:00 PM | GoodGame |

TEAM MEMBERS PRESENT

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| --- | --- | --- | --- |
| Jina | Andre | Erbol | Jacques |

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| **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. | |