Project Meeting minutes

DATE LOCATION

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| March 11, 2024 | A363c – On Campus |

START TIME END TIME TEAM NAME

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| 12:30 PM | 4:15 PM | GoodGame |

TEAM MEMBERS PRESENT

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| Andre | Erbol | Jina | Jacques |

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| **KEY OUTCOMES** | **DECISIONS** |
| Discussed Check-In Requirements | * Parsa discussed testing and CI/CD infrastructure |
| Template of application made by Erbol discussed within group |  |
| Discussed unit / integration testing for Check-In Requirements | * BGG feature chosen |
| Change of testing environment | * Vitest instead of Jest |
| CI/CD Infrastructure chosen | * Vite, Vitest, GitHub Actions |
| Reviewed User Interface Design for all 10 usability heuristics |  |
| Challenges and Roadblocks discussed | * BGG API has limitations and will require some features to be changed * High learning curve for producing proper tests in TDD SDLC model |
| Next meeting on Mar 14th @ 12:30 PM, on campus |  |
| **ACTION ITEMS** | |
| * BotPress implementation and testing * Research how to implement tests in CI/CD infrastructure properly * Start documentation on Check-In Report | |