Project Meeting minutes

DATE LOCATION

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| March 14, 2024 | A272 – On Campus |

START TIME END TIME TEAM NAME

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| --- | --- | --- |
| 12:30 PM | 2:00 PM | GoodGame |

TEAM MEMBERS PRESENT

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

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| **KEY OUTCOMES** | **DECISIONS** |
| Created outline of Milestone 2 Objectives |  |
| Current team members worked on Check-In Report | * Left unit test area open for Erbol’s contribution |
| Added CI/CD Infrastructure section | * Vitest, Vite, GitHub Pages, GitHub Actions |
| Added API Implementation section | * Implemented first feature of BGG API |
| Added Application Interface (UI) section | * Pictures of UI added |
| Added Challenges and Roadblocks section | * Changes to features due to limitations of API (add to Lessons Learned documentation) |
| Added Unit Test section | * Left empty for Erbol to add screenshots from tests |
| Added Moving Forward section | * Diagrams and visual added to display next objectives and current progress of project |
| Next meeting on Mar 21st @ 12:30 PM, on campus |  |
| **ACTION ITEMS** | |
| * Complete Check-In Report by March 15 for submission * Team members will prepare to answer questions about their chosen section of the report. | |