Attendance: Group 1, Group 2, Group 4, Group 5, Group 6, Group 7, Group 8, Group 9

Last points of action

- Go back to groups and discuss how puzzles will be imported and exported.
    - We decided: User themselves download and upload files.
    - We decided: Validation is on a website by website basis. Websites deal with validation and so on by themselves.

Today:

- USER JSON spec
    - Might want to put optional field to include user's roles/permissions in their home website.
- Might want to add examples in github spec page to show how it looks should/might look like.
    - Might want to have a standard puzzle to test – Universal testing puzzle.
- Deadline for last changes to interop spec (oauth, etc)
    - We decided: by the end of week 6 there will be no more changes to the spec. Changes need to be rare and clearly communicated after this point.
- Ideas for what to do this semester:
    - Might want to directly access another website's puzzles through another using a link.
    - Might want to (focus more on) improve security of OAuth we implemented.
        - GitHub should have: matrix showing which website works with which other website.

Points of action:

- No meeting next week. Next meeting is in two weeks time.
- Start working on Download/Upload. No need to finish by then, but good if you make progress.
- Make GitHub Matrix for interop.
- Make GitHub example JSON.