

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

- Maybe make changes to OATH before making sure that all possible connections work between websites
 - o Maybe have a grid/matrix on github to indicate which connections work with which website.
- To be done:
 - o Access puzzles from other people's websites.
 - o DECISION: All comments are stored where the puzzle is. Even if supergroup comments.
 - o Make sure everyone is on the same page.
 - o Suggestion: give a week between every design decision so that groups can discuss those decisions.
 - o Groups that come up with same variants of puzzle types should communicate to have common standard.
 - Discord channel.
 - o Websites should do own validity checks for when importing a puzzle.
 - Security for importing and exporting puzzles shouldn't be too extensive.
 - o Come up with standard for transferring puzzles.
 - o Puzzle format:
 - Maybe make the difficulty a rank-able type rather than int?
 - o Roles:
 - Maybe send user role in /api/user/ as optional value that stores the user's role in their home website?
 - o Groups should support supergroup variant puzzle types where they can. No pressure.
 - o Meetings will be weekly but will not cover full hour most likely.

POINTS OF ACTION:

- Go back to groups and discuss how puzzles will be imported and exported.