

Attendance: Group 2, Group 3, Group 4, Group 5, Group 6, Group 7, Group 8, Group 9 + Ian Gent

Last session's Points of Action:

- Fill in some parts of documentation (user, puzzle, oauth 2.0)
  - o Add scopes – or draft scope for permissions
- Look into how your group can implement oauth 2.0 (libraries, etc)

Today:

- Ideas for OAUTH 2.0 testing:
  - o Roles to indicate ready for testing in discord
    - Make discord role for indicating ready for supergroup integration
- Implementation:
  - o Right now incomplete
  - o Need to define endpoints to trade token for user data
    - Standardized – common endpoints for this purpose
      - Maybe /api/...
- Puzzles:
  - o Endpoints for accessing puzzles?
    - /puzzles/[puzzle\_id]...
    - /puzzle/ returns list of puzzles from website
  - o Concern about plagiarism through changing author property
  - o String for puzzle content? Or int?
    - Checking is a bit easier as int.
    - Not a problem if it is string.
  - o String was chosen for puzzle content representation.
    - Null represents empty.
- In future: (NOT MVP)
  - o The website issuing the JWT (token) asks users if user accepts allowing other website to access certain scope (let website access email address? Username? Etc...)

Points of Action:

- Add new discord role + channel for testing oath 2.0
- Get specifics on getting user data (oath 2.0)