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)
  + 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:
  + Roles to indicate ready for testing in discord
    - Make discord role for indicating ready for supergroup integration
* Implementation:
  + Right now incomplete
  + Need to define endpoints to trade token for user data
    - Standardized – common endpoints for this purpose
      * Maybe /api/…
* Puzzles:
  + Endpoints for accessing puzzles?
    - /puzzles/[puzzle\_id]….
    - /puzzle/ returns list of puzzles from website
  + Concern about plagiarism through changing author property
  + String for puzzle content? Or int?
    - Checking is a bit easier as int.
    - Not a problem if it is string.
  + String was chosen for puzzle content representation.
    - Null represents empty.
* In future: (NOT MVP)
  + 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)