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