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.