Meeting Minutes 12

Date and location: April 7th, 2022, Cline Library
Present: Jaron, Henry, Bronwyn, Isaiah
Missing: Caroline, Jack
Facilitator: Bronwyn
Minute taker: Henry
Quality assurance: Caroline
Presenter: Jack
No Job: Isaiah
No Job #2: Jaron
Project repo: https://github.com/CS386-Team4/STR-DCIS/projects?type=beta
Start: 4:0 PM
Finish: 4:45 PM
Agenda:
1.   Summary of Activities (5-10 mins)
Henry worked on fixing bugs and adding features to the game.
Jack fixed bugs as well.
Server redesign by Isaiah

2.   Retrospective (10 mins)
Appreciations:
Shoutout to Jack and Henry for working on the project.
Shoutout Jaron for Unit Tests.

Successes:
Making progress on the server

What didn't go so well:
We still have some minor bugs in our unity code that we're still working on
squashing.

Barriers:
Team's not here for the meeting today with an important deliverable soon.

What we should try next time:
Starting earlier on the project.

3.   Planning (20-30 min total)
unit-test : Jaron Bauers
Server capability : Isaiah
Henry : Log-in Page
Jack : Bug fixes

Create log-in page after title screen. Asks for username and password, server will then verify the user and allow logging in.
Server will remember the user and associate a total score with them, updating when the user logs on.