**Chatroom Meeting Minutes**

**Meeting #:**1  
**Date:**   
1/30/20201   
**Summary:**   
We decided on a theme  
**Notes:**  
We discussed the details of the assignment, and agreed that ‘retro’ was a good look for a theme. We also picked out a prospective color swatch and brainstormed various ‘unique’ features that we could include in our chatroom app, like theme changes, a greater variety in setting features and adding gamification elements. We also decided to meet the next day after completing the task of creating wireframes for the app.

**Meeting #:**2  
**Date:**   
12/1/20201  
**Summary:**   
We designed wireframes for the chat using figma  
**Notes:**  
Each member designed their own app wireframe using figma we then met up to discuss our impressions of each others work. We then came up with an idea of adding ‘arcade/old fashioned video games’ to the ‘retro’ theme idea. We decided to upgrade the wireframes to prototypes and to meet the next day.

**Meeting #:**3  
**Date:**   
12/2/20201  
**Summary:**   
we finalized the theme and finished working on prototypes  
**Notes:**  
We shared our prototypes and decided to use Steven’s prototype as the base and finalized our choice of ‘retro-video game’ as a theme. We came up with an idea of a potential story element/plotline, for our chatroom about page, based on our user names.

**Meeting #:**4  
**Date:**   
12/3/20201  
**Summary:**We completed Task 1  
**Notes:**We discussed the possibility of adding an actual game to the chatroom and then we started discussing working on Task 1. Steven created the initial app with placeholder files, Katie created a Github repo and a schedule. Bowen was assigned the task of creating routing for the app.   
  
 **Meeting #:**5  
**Date:**   
  
**Summary:**  
**Notes:**