

Agenda for group meeting 1

Date and location: Jan 28, 2020 5:15 pm, College of Business

Facilitator: Vidal Martinez

Minute Taker: Thomas Whitney

Start: 5:15pm

Finish: 6:15pm

1. Introductions/Availability

a. Introductions (15 min)

- i. Gage, mostly java experience with a little bit of python, mainly used eclipse and atom, I am interested in making software and solving problems
- ii. Tommy - worked mostly in java (intellij), interested in app development and creating original software, machine learning
- iii. Elijah - mostly experienced with a little bit of every language because of classes but I'm interested in getting more competent in Computer Science in general and trying to find something I could maybe specialize in.
- iv. Vidal - experienced with primarily Java, but I have also worked in C, C# and Python. I enjoy CS for the problem solving and the fact that there is always something new to learn.

b. Availability/Meeting times - Tuesdays after class 5:15pm (10 min)

2. Roles (5 min)

a. Manager - Vidal Martinez

- b. Minute Taker - Thomas Whitney
 - c. Q/A - Elijah Macaranas
 - d. Presenter - Gage Gabaldon
- 3. Project idea (5 min)
 - a. Text Adventure - build off of this
 - i. Bandersnatch
- 4. Decision making process
 - a. $\frac{3}{4}$ of us will agree with ideas before implementing
- 5. How to deal with non-performing team members (5 min)
 - a. Manager of the week will decide how much each individual will do
 - b. Work towards roughly equal work each week. Communication is key - if a member is too busy to do something let the team know
 - c. If a member misses a meeting they should work to get caught up and let the group know they will be gone
- 6. Technologies
 - a. Android studio for bulk of development
 - b. Use of java
- 7. Collaboration tools (5 min)
 - a. GitHub repo - <https://github.com/GageGabaldon/CS386-Team-Project/invitations>
 - b. Trello board - <https://trello.com/invite/cs386teamproject/3fc09900d55e937ee00f652f4dcb5f62>
 - c. Slack - <https://cs386teamproject.slack.com>

8. Planning

- a. When we start working on the project we'll start assigning tasks on trello