* Presence : everyone
* Cake rule : if everyone is ready to start and you are late you bring something to eat next time
* ReadMe is done
* Agreed on the equally team contribution
* **Scrum**   
  -Makes development easier

-Scrum master = leader of the group who divides the task

-Hopefully is going to make development easier

-We will abuse the template

* **Git**

-Branches and merge requests

-Branching = creating local difference which you can push and eventually accept

* **Maven**

-management system for projects / project builder

- makes things easier by downloading libraries

* We have chosen to use Gradle
* Packages : Server, Client, Shared
* Database options : not decided yet
* Password hash can get bonuses
* Never push to the Master branch
* Create agenda for next week + agenda notes
* **User story** : describe need from users , divided into tasks, each one has a responsible member and someone assigned to it
* Every sprint plan is made weekly
* Security is up to us

**IDEAS ABOUT GAME:**

* We saw 3 options on how the GUI can look
* “Rings” designs for showing users’ score
* Main ring and when you click it 4 rings appear (each one showing the score of each category)
* User can create an eco friendly event and share with other users who can participate
* Suggest user what his/her friends did in order to get points
* “You are x points close to completing your goal / to beat the leader”
* Daily milestones (5,10,20,50,100 days) and get badges (example : Leaf -> Flower -> Bonsai -> Tree -> Mountain)
* At the beginning of the app you can choose your objective/goal : Easy, Medium, Hard
* Quiz at the beginning of the app with questions (ranked 1->5)
* Based on the answer from quiz, create score for each category => follow progress
* 4 categories (each is 25% of total score) : Food, Transportation, Energy, Habits
* Each category should have 4-5 features + 2 bonuses
* General Achievements which can boost your score : became vegan, bought electric car, change energy provider
* General random bonuses to encourage user and boost their score ( example : run in the morning for 2X more points than usually)
* Julius created a new branch, deleted everything related to Maven, added Gradle configuration, separated Client and Server side, created a shared library which both can access
* Next meeting : Thursday 15:45
* Jahson, Kamron, Vlad are going to look for the GUI in JavaFX
* Paul, Pablo are going to start designing the tables and start creating
* At least 3 people need to approve the merge request