Weekly meeting minutes: week 2

Time	, ,		Gtes: Week 2		
	11/03/2023 15:00-16:00 Shawing Pang, Wanyin Yang, Chang Liu, Kaini Chang, Yang Su				
Paticipants Location		Shuxiao Peng, Wanxia Yang, Chang Liu, Kaini Chang, Yang Su			
		Zoom			
Progresses of this	General:				
week	Working together on system designing based on requirement				
Week	analysis, includes User experience designing, systemarchitecture				
	designing, database designing.				
	All got git repo set up, local environment set up for				
		react+node.js+mysql tech stack.			
	3.	3. Everyone is clear about their role in the project:			
		Shuxiao Peng	Backend developer		
		Wanxia Yang	Frontend developer		
		Chang Liu	Full-stack developer		
		Kaini Chang	Backend developer & Scrum master		
	4.	Adjusted our personal calendar for this project;			
	5. Made the agreement on the pitch presentation roles:				
		Kaini Chang	what		
		Chang Liu	why		
		Shuxiao Peng	how		
		Wanxia Yang	perspectiveí		
	Shuxiao Peng: Got started to learn node.js and relation-based database. Got basic understanding of how they work. Practised with online tutorial material. Wanxia Yang: Finished the study of basic Javascript knowledge, started to explore React frame and bootstrap frame, and learned from reading existing frame code. Chang Liu: Finished the study of basic Javascript knowledge, started to explore React frame and bootstrap frame, and learned from reading existing frame code. Helped the team to set up local environment for react+node.js. Showed the team how Postman works for API testing.				
	basic u	understanding of how the	rn node.js and relation-based database. Got by work. Learned how cloud database works er for the project and helped the team		

Obstacles	The free cloud database server only support connection with local mysql working center 'Workbench'. The software quits unexpectedly on MacOS which Kaini is using.
Plan for	1. Complete the pitch slides.
next week	2. Communicate with the client on the content of the pitch.
	3. Adjust our understanding of the project according to client's
	feedback, and improve our pitch slides.
	4. Finish system design.
	5. Solve the issue that 'workbench quits unexpectedly on MacOS'