



Computer Engineering Department CS491/2 Senior Design Project I/II



Meeting Minutes Document

MEETING AGENDA

CS491 Team ID:	2432		
CS491 Project Name:	Yes Chef		
Date of Meeting:	14/03/2025	Time:	22:00

1. Meeting Objective

Project Progress discussion meeting 6. The objective was to inform our instructor about our project development since the last meeting . The general state of our project was discussed alongside what to expect during the CS fair and how to prepare as efficiently as possible.

2. Attendance at Meeting

Student ID	Name	E-mail	Attended (Y/N)
22003479	İsmail Barış Sunar	baris.sunar@ug.bilkent.edu.tr	Y
22102932	Mert Emre Yamalı	emre.yamali@ug.bilkent.edu.tr	Y
22101645	Mert Terkuran	mert.terkuran@ug.bilkent.edu.tr	Y
22001880	Serhan Turan	serhan.turan@ug.bilkent.edu.tr	Y
22101766	Ulaş Keskin	ulas.keskin@ug.bilkent.edu.tr	Y
Instructor I	Atakan Erdem	atakan.erdem@cs.bilkent.edu.tr	N
Instructor II	Mert Bıçakçı	mert.bicakci@cs.bilkent.edu.tr	Y
Supervisor	Uğur Doğrusöz	ugur@cs.bilkent.edu.tr	N



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MEETING MINUTES

Write down the subjects discussed during the meeting and clearly indicate assigned tasks, actions planned, deadlines that is advised/planned to be executed below.

3. Topics, Issues discussed during the meeting and Decisions taken

1.
Developments regarding the game engine were discussed. Certain features are eliminated according to the instructors guidance.
2.
Firebase establishment was mentioned. Informed the instructor about constraints. MongoDB was determined to be used.
3.
Test cases implementations were discussed. Team explained their approach and workload distribution for the testing process.
4.
Usage of expo in order to manage the voice assistant in the frontend was discussed. It is determined to be better than a backend implementation to minimize delay.
- 5.
- ...

4. Next Meeting (if planned)

Date:	25/04/2025	Time:	21.00
Objective:			