



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:	11/4/2025	Time:	21:30

1. Meeting Objective

Project Progress discussion meeting 7. General information about the progress of the application was given. Each member stated what they did, what parts were going on schedule and what parts fell behind. General concerns such as complexity of merging and the required scale of the application was discussed. General information about the presentation and CS Fair were given by the instructor Mert Bıçakçı.

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.
The progress on the game engine was discussed. Technical aspects such as the preferred React Native components for efficiency were discussed.
2.
Progress on the backend such as firebase implementation was discussed.
3.
Some setbacks and out-of-schedule aspects of the project and their severity was discussed.
4.
The appropriate schedule of the project, such as how filled the database should be, how long should our demonstrations should be were discussed.
5.
General information about the fair, the demo, and how projects are evaluated was explained by the instructor Mert Bıçakçı.
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4. Next Meeting (if planned)

Date:	25/04/2025	Time:	21.00
Objective:	Show an almost-completed last version of the project, get feedback and possible ways of presenting both in the demo and the fair. Get some detailed information on the final report.		