Name: Emerson Smith
Team Members: Ethan Larson, Brock Terry
Meeting Report 2
SCRUM MASTER: Emerson Smith

DATE: 2/5/2024
Members Attended: Ethan Larson, Emerson Smith, Brock Terry
Agenda: Discuss Milestone 2

In this meeting, we met to discuss what programming language we would want to use to tackle Milestone 2 and more final project ideas in case our main 2 fall through, and we went to set up our Github and link them to our desktop Github application. We talked about using C# in our project as Ethan was most comfortable using that language and Brock and I also had some experience using that language.
We started off the meeting by watching the weekly videos and looking at the project demonstration, this helped us understand what needed to be done at a deeper level. After discussing different ways to start the project we set up Visual Studio and tested it on all our devices to make sure it was functioning properly.
We decided on which parts of the project needed to be done by each person and who would be responsible for creating the Unit tests, User Stories, etc. We got our initial project set up during this meeting.

DATE 2/7/2024
Members Attended: Ethan Larson, Emerson Smith, Brock Terry
AGENDA: Project follow-up

During this meeting, we convened to assess the current status of the project and to determine if any team members required support with their assigned tasks. Fortunately, everyone was confident in their work so there wasn't much to go over in that aspect. Everything was looking good so there wasn't much to go over this week other than functions that still needed to be implemented. Our focus shifted during the meeting and we decided to work in silence and reach out if anyone needed any assistance.

DATE 2/9/2024

Members Attended: Ethan Larson, Emerson Smith, Brock Terry
AGENDA: Project finalization

During this meeting, we discussed finalizing the project. We all tested the code on our own devices to make sure everything was working as intended. We finished up the README file after seeing everything was working as expected. We then zipped up all our files after making our final commits to GitHub and the Scrum master was ready to submit.

MILESTONE 2 PROGRAMMING LANGUAGE
Ethan proposed we use C# for this project, and Brock and I agreed after some back and forth about what would be better.

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SOURCE CONTROL:
GitHub