## Mar 22, 2024 | [Night Owlers Status Update](https://www.google.com/calendar/event?eid=NmM3dDM1OG1tZ2VpNzQzbnRkbzl0Y2YxZ24gc2hhbWlpdmFuQG0)

**Attendees:** Everyone

**Date:** March 22

**Meeting time:** 5:45-6:30

**Location:**In Person

### **Objective of the Meeting**

Final review before the Sprint 3 lab demo, focusing on assessing the completion status of various tasks and ensuring readiness for the demonstration.

### **Agenda Items**

* **Initiation of UML Diagrams:** Ryan and Theebika have begun the process of creating UML diagrams for the project.
* **Status Update on Implementation:** Ivan and Jutipong provided an update on the completed and pending implementations of the website and navigating the pages on the website

### **Discussion Points**

* Ryan and Theebika started working on UML but they weren’t sure if they had to do UML or an activity diagram. They started brainstorming for branch user story and check in user story
* **Feature Implementation Review:** Ivan and Jutipong discussed the current state of project features, highlighting any completed elements and noting those that require additional work.

### **Updates**

* The team reviewed what's left to do to complete sprint 3 so that they can complete after the lab session such as finishing implementing User Story 7: Search Branch and Implementing User Story 9: Check Out branch.
* Will have to complete activity diagram

### **Action items**

* **Complete UML Diagrams:** Ryan to continue and complete the UML diagrams for project documentation, ensuring that the system architecture and workflow is represented accurately
* **Finalize Feature Implementations:** Ivan and Jutipong tasked with addressing any incomplete features or making necessary adjustments based on the website demo feedback.
* **Upload Documents on Github:** Theebika tasked to upload the meeting minutes on the Github main branch before the lab demo

### **Conclusion**

The meeting adjourned at 6:30 pm since the lab demo was at 6:35-7:55pm.

### **Next Meeting**

The next meeting is not determined yet, but will be determined via Discord