SCRUM Meeting 5 for GameReach
Prepared by: Britannia Rodriguez Reyes
Meeting Date: 04/18/2022

## Meeting Attendees

1. Britania Rodriguez Reyes
2. Jason Hirsch
3. Ryan Lin
4.

## Meeting Agenda Items

- Demonstrate how to interact with the database
- What is left to do

## Status Update Since Last Meeting

Accomplishments:
- Backend Integration
- Database implementation
- View/Find Connections Filtering for Game/Status

Tasks Completed:

| Task Description | Assigned to | Completed? (yes/no) |
|---|---|---|
| Creation of database | Jason | yes |
| Integration of backend with front end | Jason | yes |
| Editable profile | Britania | yes |
| View Connections Filtering | Ryan | yes |

## Before The Next Meeting

Plans:
- All tasks completed for sprint 2
- Figure out how to implement the last of things for the final sprint
- Understand the usage of the Smite and CS:GO API

Task Assignments:

| Task Description | Assigned to |
|---|---|
| Accessibility Features | Britania |

| | |
|---|---|
| Integration of backend with Profile Page | Britania |
| Finish creating backend requests | Jason |
| Integration of backend with view connections | Ryan |
| Start integration of CS:GO | Ryan |

## Minutes

- Everyone seems to be on track to finish their parts for the sprint
- Ryan has been integrating a filtering system in view connections to be able to find players based on status or rank
- Jason has almost finished creating all the backend requests for us to use to integrate our frontend with
- Ryan and Britania has started integrating all the backend request with what they have
- Britania has created a global variable to store account id to indicate which user is signed in