SCRUM Meeting 8 for Game Reach
Prepared by: Britania Rodriguez Reyes
Meeting Date: 04/27/2022

Meeting Attendees

1. Jason Hirsch
2. Ryan Lin
3. Britannia Rodriguez-Reyes
4.

Meeting Agenda Items

- What did we accomplish since the last meeting
- Any difficulties we ran through
- Ideas for Accessibility
- Unit/System testing approach

Status Update Since Last Meeting

Accomplishments:
- Updated look for all API Pages
- Finished enlarge text button for profile page

Tasks Completed:

Task Description	Assigned to	Completed? (yes/no)
Smite stats page UI	Jason	Yes
Enlargen Text button	Britania	No
PUBG stats page UI	Ryan	Yes
Update navbar to change with hover	Ryan	No

Before The Next Meeting

Plans:
- Finish up any residual bugs
- Finish enlargening text feature
- Add Accessibility for stats pages

Task Assignments:

Task Description	Assigned to
Accessibility for League stats and Smite stats	Jason

Fix find connections to not show connections you already have	Jason
Accessibility Feature: Enlargen Text Across all Pages	Britania
Finish Navbar Edits	Ryan
Add about page for app	Ryan
Accessibility for PUBG	Ryan

Minutes from Meeting

- Britania is having some difficulties implementing the accessibility features but thinks she may have found a solution
- Jason and Ryan have completed the statistics pages for PUBG and SMITE
- We are currently working on updating the look of the web application and making sure everything is consistent along
- Hoping to implement some tooltips for definitions