

Agenda For CS499 Team 2

Meeting 1: Wednesday, February 8, 2023 @12pm-1pm [Discord]

Members present: full attendance

Review requirements (upload to google docs; upon completion, upload to gitlab)

Project plan template

Set up interview with Dr. Langston

Discuss meeting scheduling

Discuss agenda for next week's meeting

Discuss interviews

Set up GitLab (after meeting)

Questions:

How specific do we need to be in the requirement details about the functionality?

What stack would he recommend for this project?

What do we need to include in Appendix A?

When are final presentations?

When is the project due?

What do we need to include in the status reporting?

Meeting 2: Thursday, February 23, 2023 @6pm-7pm [Discord]

Members Present: full attendance

Filled in project template

Determined possible functionalities for group members with minors

Questions to ask TA:

What to include in appendix A?

Where to include minor details?

What is status reporting?

Meeting 3: Friday, March 24, 2023 @6pm-7pm [Discord]

Members Present: full attendance

set up team gitlab - Joel

redo wireframes and work on UI with tkinter - Sam

research weather api and integrate (<https://open-meteo.com/>) - Kirby

database setup and linking to project - Nodira

basic setup before dividing up tasks

Meeting 4: Thursday, April 6, 2023 @5pm-7pm [Discord]

Members Present: full attendance

Re-assigned tasks and redistributed help to necessary areas

Decided on using Figma to create GUI

Meeting 5: Thursday, April 13, 2023 @6pm-7pm [Discord]

Members Present: Nodira, Kirby, Aaron

Shared progress on application (GUI)

Figma to Tkinter

Discussed what else was needed (database, data generation)

Meeting 6: Sunday, April 16, 2023 @5pm [Discord]

Members present: Kirby, Joel, Sophia, Aaron

Discussed specifications needed for demo presentation

Finalized data generation for database

Final meeting: Friday, April 21, 2023 @6:30 [Discord]

Members present: Aaron, Joel, Kirby

Confirmed completion of all required artifacts to turn in