CS/SE 2XB3: Final Project MEETING AGENDA

Project Name:	NutriUs	Group Number:	07
Date of Meeting: (DD/MM/YYYY)	16/03/2017	Time:	11:30am - 1:30pm and 6:00pm - 7:30pm
Meeting Facilitator:		Location:	Online- Google Docs

1. Meeting Objective

- Talk to TA
- Discuss graphing algorithms
- Choose graohing algorithm

2. Attendees		
Name (last name alphabetical order)	Student Number	Role in the Project
Shabana Dhayananth	400025944	Log admin, programmer, tester
Jason Li	400024897	Team leader, programmer, tester
Joseph Lu	400022356	Researcher, programmer, tester
Suhavi Sandhu	400025726	Designer, programmer, tester

3. What has your team done since the last meeting (documents, code, reading material, etc.)?

Description		Owner(s)			
Read textbook to gain information on algorithms Al		All	All		
4. Is anything slowing	g your team down on in your	way?			
Description		Route cause(s)		The TA feedback	
Conflicted about graphing algorithm to use		Not sure what is ideal		Consider shortest path and mold problem to fit algorithm	
Format of dataset		Does not fit functions we want to iplement anymore		Haven't discussed with TA yet.	
5. What you about to it if you have met and	change from the way anothe ther team today)	r team is doing? (Com	plete		
Topic	Another Team	Another Team methods		Your reflection	

CS/SE 2XB3: Final Project MEETING MINUTES

5. Notes, Decis	sions, Issues				
Topic			Owner	Time	
Decision: Found suitable platform to collaborate effectively – GitHub			All	1:00pm	
Note: Obtained feedback from TA			All	1:10 pm	
• Need	o finalize graphing algorit	hm			
• Need	o start prototype				
Decision: Found appropriate algorithms:			Joseph and	Jason 7:30pm	
binary	search tree – store recip	е			
• hash	tables – indexing ingredie	nts			
6. What will yo	ur team do before the n	ext meeting? (/	Action Items)		
Action			Owner	Due Date	
Design basic structure of prototype (UML diagram)			All	17/03/2017	
7. Next Meetin	g (if applicable)				
Date: (MM/DD/YYYY)	17/03/2017	Time:	3:30pm	Location: Thode Library	
Objective:	Finish first iteration	on of scrum			
	 Implement algorit 	thm			