**SCRUM REPORT and MEETING AGENDA**

Report #: 3 Project Name: Game Pricer

Date: 4/11/2021 Prepared by: Leonardo

**Attendees for the meeting**

1. Leonardo Tulod
2. Xavier Polisetty
3. Hariharan Sivakumar
4. Evan Chiang

**Agenda for the meeting**

1. Go over tasks completed since the last meeting
2. Address any development issues

**Overall accomplishments since last meeting**

1. Implemented Steam API
2. Researched more into flask and python implementation with an HTML website
3. Found a useful HTML and Flask template

**Tasks completed by each team member since last meeting**

|  |  |  |
| --- | --- | --- |
| Task description | Assigned to | Completed? |
| Produced a simple HTML template to take in input from the user and implemented a really early version of UI. | Leonardo | Yes |
| Implemented 3rd party steam API and display price and name of games on streamlit | Hariharan | Yes |
| Researched flask documentation | Xavier | Yes |
| Researched how to integrate python script into HTML website | Xavier | Yes |
| HTML Website | Evan | No |
| Found a flask template that we might be interested in using | Leonardo | Yes |
|  |  |  |

**Plans for next period**

1. Implement HTML template and work with a small database to keep track of users and user data
2. Make the UI
3. Implement actual steam API and research on how to implement on Flask
4. Create UI, make minimalist design
5. Example of connect API with UI

**Task assignment per team member (to be completed before the next meeting)**

|  |  |
| --- | --- |
| Task description | Assigned to |
| Try using flask framework implement something similar to our custom UI | Leonardo |
| Implement actual steam API and focus on implementing on flask | Hari |
| HTML UI | Evan |
| Check prices with the APIs we used | Leonardo |
| Example of connecting API to UI | Xavier |
| Create sample UI page | Xavier |
|  |  |

**Project management status**

1. Got implemented one API with a complete UI generated by Streamlit
2. established a coloring system to establish who has done what task
3. Just finished the final report for sprint 1 and established when we will schedule scrum meetings when there is a concern or when a major milestone has been reached.

**Minutes from previous meeting**

Please be thorough, a bullet list of 2-3 single-liners is not sufficient

0-8 Hariharan showcased his API implementation steamspy.com api. We asked some questions about the API and the streamlit automatically generated the UI and talked about the limitations with using Streamlit. One of the glaring weaknesses with Streamlit is that it does not allow for multiple pages at the same time. This is an issue because we wanted everything in one page as opposed to linking multiple separate pages together. We decided that if we were low on time, we could link the multiple pages using hyperlinks.

9-10 Leonardo showcased different HTML templates that could be used to gather information from the user and display a unique output based on user feedback. There was an HTML template for the login page, home page, sign-up page, and pricing page. The design was basic but captured parts of our custom design.

11-15 talked about scheduling of future scrum meetings and talked about our Github usage and the importance of writing meaningful and impactful commits. We also discussed what team members would tackle different tasks. We decided that we would schedule future scrum meetings when we hit a major milestone or when there is a major concern that we had to go over.