**SCRUM REPORT and MEETING AGENDA**

Report #: 6 Project Name: Game Prices

Date:4/25/2021 Prepared by: Leonardo Tulod

**Attendies for the meeting**

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

**Agenda for the meeting**

1. Talk about the completed User Stories
2. Go over the lastest flask and html implementation

**Overall accomplishments since last meeting**

1. Found that the Streamlit Demo was intuitive enough for users of varying age ranges.
2. Implementation of steam api on flask
3. Added more to the website design

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

|  |  |  |
| --- | --- | --- |
| Task description | Assigned to | Completed? |
| Implemented steam api onto flask | Hariharan | Yes |
| Analyzed Results of the User Studies | Leonardo | Yes |
| UI HTML & CSS | Evan | Mostly |
| Connected to Epic API, send example query | Xavier | Yes |
|  |  |  |
|  |  |  |

**Plans for next period**

1. Implement search function for steam API
2. Implement GOG API
3. Build Usable query for Epic API
4. Combine epic and steam api together on flask

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

|  |  |
| --- | --- |
| Task description | Assigned to |
| Implement search function for steam api on flask & html | Hari |
| Use GOG api | Evan |
| Complete user study report | Leo |
| Complete sprint 2 materials | Everyone |
| Implement usable EPIC API search query function | Xavier |

**Project management status**

1. Worked on user studies and materials report
2. Analyzed results from the streamlit demo user studies and coordinated who will work on different parts of the project
3. We are currently trying to integrate the second API and look into combining it with the steamspy api implementation

**Minutes from previous meeting**

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

0-3 Hari talks about him getting the steam api to work on flask. He used Evan’s HTML template and he listed all of the games of steam and has yet to implement the search bar. Since he’s working the steam api, and getting the search bar to work with the Epic and Gog api. Xavier recommends just listing the top two entries from each store and we’ll look into it and implement it later. Hari uses a dictionary and we offered to merge the dictionaries and we talked about how our EPIC api has yet to work. We talked about how to differentiate between the Steam and Epic API.

4- 6 We talked about having a class where we had which store it would belong to. We are struggling to get all of the stores to work together. We thought about using another API to glue everything together and discussed the possibility of removing the GOG api if we were to incorporate a different API. We decided to replace GOG if we were to remove an API and we stressed the lack of time.

7-9 Xavier talked about EPIC api and we got a query and we could adapt this query to meet our initial design. Evan talked about some of the difficulties he was facing when he was writing the HTML and he had some trouble with locking the footer at the bottom. Leo talked about the usability cafe he ran and he talked about how our design was intuitive and it met our original design. Leo stressed that we should keep the design pattern the same.