**SCRUM REPORT and MEETING AGENDA**

Report #: 9 Project Name: Game Prices

Date:5/02/2021 Prepared by: Leonardo Tulod

**Attendies for the meeting**

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

**Agenda for the meeting**

1. Talk about our Flask application that includes all 3 APIs
2. Talk about the possibility of including thumbnails

**Overall accomplishments since last meeting**

1. Implemented 3rd API
2. Got all 3 APIs to work together in a Flask Application

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

|  |  |  |
| --- | --- | --- |
| Task description | Assigned to | Completed? |
|  |  |  |
| Worked on team retrospective survey | Leo | Yes |
| Implemented GOG and EPIC API onto flask | Hariharan | Yes |
| Implemented Epic API | Xavier | Yes |
| Implemented GOG API | Evan | Yes |
|  |  |  |

**Plans for next period**

1. Upload to Heroku
2. Get thumbnails to work

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

|  |  |
| --- | --- |
| Task description | Assigned to |
| Fill out the documentation for everything we have. | Everyone |
| Add Thumbnails To Flask | Everyone |
|  |  |
|  |  |

**Project management status**

1. Got all 3 APIs to work together.
2. Upload Flask application with Heroku
3. Preparing our final presentation together using Google Slides

**Minutes from previous meeting**

0-2 Minutes: We talked about the implementation of the 3rd API, which was the EPIC API. We talked about how we were able to incorporate the 3rd API with the other two APIs. We used screen sharing to look at the code and talked about the possibility of including thumbnails for games. We talked about different ways we could implement this feature.

2-4 Minutes: Leo brought up the point that these thumbnails aren’t a main priority for our product. Leo said that our original design didn’t plan to use thumbnails and that our current prototype at the time met all of our core requirements. Leo did not disagree with the thumbnail feature, but wanted to make sure that the group saw this as the best use of their time.

4-6 Minutes: Everyone else saw the potential in this thumbnail idea and Leo agreed. The reason he said his opinion was to verify that this was the best move. We talked about the benefits of implementing a thumbnail feature. It allowed for people with dyslexia to find their game with pictures instead of words. It also meets the idea that a picture speaks 1000 words in the fact that if a user knows the cover art, then they could easily pinpoint the game cover for the game they want. The thumbnail idea had a lot of upside and we agreed we would implement it as the last feature of our web application. We ended the meeting talking about different ways we could implement the feature and agreed to upload it to Heroku as soon as we finished adding the thumbnail feature.