

SCRUM Meeting 1 for **Project 3**
Prepared by: Cameron Carlson
Meeting Date: 6/27/2022 1:30pm

Meeting Attendees

1. Cameron Hoholik-Carlson
2. Matthew Barry
3. Harrison Kuhn
4. Kyle Owens

Meeting Agenda Items

- Sprint 2 Backlog
- Product Backlog

Status Update Since Last Meeting

Accomplishments:

- Updated UI (Optimization)
 - Added Background
 - Changed search bar and quantity fields
 - Added Nav Bar
- Began interacting with the database through Javascript
 - Established connection with database through Javascript
 - Ran a query to the database and displayed results in the terminal

Tasks Completed:

Task Description	Assigned to	Completed? (yes/no)
Search bar changed	Matthew	Yes
Quantity field changed	Matthew	Yes
Added fruit background	Matthew	Yes
Added Navbar with links to other pages	Kyle	Yes
Removed scrollability	Matthew	Yes

Before The Next Meeting

Plans:

- Directly Query Database From Html to Java Script to SQL
- Login Page
- Add report buttons into their own tabs on Nav Bar
- Fix item search feature
- Add Cancel Button
- Accessibility Coverage if time

Task Assignments:

Task #	Description	Priority	Dependency	Est Hrs	Status	Assigned to
33	Add trash button to cancel / clear all sale lines	High	1	1	Complete	Matthew
60	Add Report Buttons to Nav Bar	Medium	59	2	Complete	Matthew
35	A separate page for logging in	High	None	1	Complete	Matthew/Cameron
61	Query database through html/javascript	High	None	1	Not Started	Kyle/Harrison
62	SQL commands for getting food table info	High	None	2	Not Started	Kyle/Harrison
63	SQL commands for getting sales reports	High	None	2	Not Started	Kyle/Harrison
64	SQL commands for getting excess reports	High	None	2	Not Started	Kyle/Harrison
68	SQL commands for completing customer orders	High	None	2	Not Started	Kyle/Harrison
70	Update Item Information in real time	High	51	1	Not Started	Kyle

Minutes from Previous Meeting

In the previous meeting, the team was wrapping up the first sprint and reflected on what went right versus what went wrong as well as what still needed to be done. We decided that we needed to make our UI seem more appealing to a user (i.e. make it more representative of a fruit stand POS), add a navigation bar for ease of use, and to implement features from the user feedback we received.