

Members Present: All

Meeting Time: 1-3:40

Meeting Location: ECCL

- Discussed the components of a Food Service app and a Game app. Discussed our options for each and decided to mainly focus on the game app.
- Discussed future options for division of work
- Finalized submission for Milestone 1

### **Food Service App:**

Frontend Services:

- main page
  - Starts off with choosing between recipes and restaurants, goes to the page specified
  - Vision statement
  - Search option
    - Can specify if looking for restaurants or for recipes
    - A dropdown search option rather than a separate page
  - Popular recipes and restaurants on the home page
  - link for log/sign-in
    - If logged in, show recent/favorite meals or restaurants
    - card for either recipes or restaurants showing a picture of logo/finished recipe and a title
- standard login page
  - goes to your profile page
  - dietary preferences
  - available ingredients
  - address of the user
  - payment information
- Architecture
  - HTML, CSS, JavaScript

Integration Layer

- Java/C++

Backend Services:

- Database(s) that stores
  - User Information
  - Restaurant information
  - Recipe information
- Architecture
  - SQL

## **Game Site App:**

### Frontend Services:

- Main page
  - Option to sign in at the top
    - If logged in, saves information and scores
      - Friends option
    - If not, makes a temp user but does not get stored
  - Game ideas (separate page per game)
    - Tic-tac-toe
    - Hangman
    - Snake
    - Battleship
    - Rain-type game
    - Crossy road
    - Connect 4
    - Galaga (space shooting)
  - Architecture
    - HTML, CSS, Javascript, Flash player

### Integration Layer

- Java/C++

### Backend:

- Databases
  - Player profiles
    - Personal high scores
    - Friends
    - Possibly also incorporate login information here
  - Each game
    - High scores for the game universally
  - Chat?