# Part 1: Project Overview (Dani)

* WWWWWH?
* Intros:
  + What is PC2?
  + Why did it need to be redesigned?
* How we managed the project
  + DevOps
  + Scrum

# Part 2: Architecture (Ethan)

* Overview of project arch (ui and backend)
* How UI communicates with backend (rest api and websockets)
* UI organization (Angular)
* API organization (MVC)

# Part 3: Demo Running -- Prerecorded (Josie)

* Show working
* Explain look and feel of design
* Testing & testing cases sheet

# Part 4: Retrospective (Andrew)

* Shortcomings
  + Drag & Drop
  + Authentication not persistent after refreshing the page
  + Save clarification as draft
* Future Fixes
  + Test Runs
  + Change Password
* Things we learned
  + Jersey
  + Legacy code (PC^2 system)
  + MVC
  + Swagger
  + Server configuration
  + REST APIs
  + Websockets
  + DevOps
  + Git
  + Scrum