Group 3-Byteme

Fourth Week Meeting Agenda

1. Our Program in retrospect

   a. What went well?

      i. Well ahead of schedule/ Able to adapt to the requirements given to

      us

      ii. Program is working well

      iii. Our team meetings have been productive and on time

   b. What could be improved?

      i. We struggled with our original design using Ruby

      ii. Our off-time communication could be improved

   c. Issues we have had, how have we handled them?

      i. Creating separate type of accounts. Work in progress.

2. Our Tests and testing

   a. More hands on form of testing with a user

   b. Brenden acted as a normal user and documented aspects of the program to

      ensure they worked properly

3.Looking at the Trello Board

https://trello.com/b/QS7aznf5/cse-project-201-auto-video-games

4. Burn Down Charts and Updates

   a. Chart for the entire project (updated)
   b. Chart for this specific iteration (iteration 2)
   c. How are we doing so far according to them?

5. Updates for Iteration 2? Any New Priority?

   a. Do you have any priority for us?

   b. Any new requirements?

   c. Question for review/comments: Are the two tied together in some way?

6. Anything new for us (Questions, Comments, Concerns)?