Group 3-Byteme

**Second Week Meeting Agenda**

1. Our Program

Note: We decided to switch from Ruby to JS/HTML/BootStrap

a. Database For storing games is setup

b. Created a User Interface to display name of games from database

c. Created a way to search for games based on name.

2. Trello Board for iteration 1

1. We have assigned tasks in the trello board for iteration 1 accordingly
   1. Estimated hours for every task is totaled at 39 for entire project with and estimated 6 hours for this specific iteration.

3. Requirements Not Done

1. Our focus for this iteration has been based on customer priority as well as what we believed to be the biggest hurdles to overcome in this period of time to build off of (Creating the database and framework for the rest of the project).
2. Have not completed requirements involving account creation and moderation/admin tools.

4. Burn Down Chart

1. Chart for the entire project
2. Chart for this specific iteration (iteration 1)
3. How are we doing so far according to them.

5. State Chart

1. Represents the class/situation for writing comments a User/Mod?Admin

6. Repository

1. We had issues with Gitlab, we ended up switching to Github.

<https://github.com/scarraj/Auto-Video-Games>

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

Notes: