
SCRUM Meeting 3 for Sprint 3

Prepared by: Rose Soriano

Meeting Date: 12/5/21

Meeting Attendees

1. Joshua Kim
2. Brianna Navas
3. Daniel Chamorro
4. Sung Rung Yoo
5. Rose Soriano

Meeting Agenda Items

- Talk about UX/UI updates
- Talk about algorithm and API changes
- Discuss final presentation

Status Update Since Last Meeting

Accomplishments:

- Brianna:
 - Implemented standard CSS components for site
 - Organized CSS code
- Sung:
 - Implemented Team Composition Page functionality
 - Implemented Type Tutorial Functionality
- Daniel:
 - Researched API alternatives, like Speech-to-Text
 - Implemented the Speech-to-Text feature on our site
- Josh:
 - Worked on Team Composition and Type Tutorial Functionality
 - Worked on submittable Sprint 3 Materials
- Rose:
 - Added Bootstrap text pop-ups for pages
 - Finalized UX/UI changes

Tasks Completed:

Task Description	Assigned to	Completed? (yes/no)
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Update UI/UX to wireframe	Brianna, Rose	yes
Type Tutorial Functionality	Josh, Sung	yes
Team Composition Functionality	Josh, Sung	yes
Implement Speech-to-Text feature across pages	Daniel	yes
Update UI/UX to wireframe	Brianna, Rose	yes
Type Tutorial Functionality	Josh, Sung	yes

Before The Next Meeting

Plans:

- N/A, no next meeting

Task Assignments:

Task Description	Assigned to
N/A, All tasks completed	N/A

Minutes from Previous Meeting

Last meeting we discussed how well our first team presentation went. From this we talked about our final team presentation and what we want to incorporate. We decided we want to ask the audience for example Pokemon to demo our product with. We'll also be using the same slide template as our first presentation. Since we found our text-to-speech API wasn't going to work as planned, we needed to figure out an alternative accessibility feature as well as incorporating it with an API. The team agreed we'll use a speech-to-text API instead to target users who may have a hard time using the keyboard to type in Pokemon. Lastly, we divided the final sprint tasks among our members to complete before the next meeting. Daniel, Sung, and Josh would finalize the backend of our features while Brianna and Rose would work on finalizing the frontend UX/UI features.
