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| **Meeting Details** | | | | |
|  | | **Minutes: 1h** | **Date & Time: 10.09 10:30** | **Location: In person** |
| **Attendees: George, Josh** | | **Absent: Lucien, Carley, Summer** |  |  |
|  | **Item** | **Notes**  **What details are important for attendees?** | | |
| 1 | Checkpoint 3 Priorities | Discussed the main priorities to be completed as we approach Checkpoint 3.   * Ensure everyone has contributed to the project via git. Shows team member participation and ids a requirement for Checkpoint 3. * Core modules of the prototype must be functional. Initial login/sign-up screen has been completed. Needs to flow to the homepage, and our default VS-code gameplay page. These are priorities. | | |
| 2 | System Design – Java, SQL, FXML | Discussion as to some of the required/missing modules in our current system design. | | |
| 3 | Unit Tests | Yet to create unit tests for the program. | | |

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| **ACTION ITEMS** | | | | |
| # | **Item**  **What has to be done by the next meeting** | **Action**  **What action is required to get it done?** | **Who:**  **Who is responsible?** | **Due:**  **When is it due?** |
| 1 | Checkpoint 3 Requirements | Prototype with the core features working, everyone has contributed to the Version Control (GitHub) | Everyone | By next week |
| 2 | System Design – Java, SQL, FXML | Finish each core part of the program, merge and link to main branch before Tuesday. | Josh, George | Over the weekend |
| 3 | Unit Tests | Ensure suitable unit tests are created, covers most of the code. | Everyone | By Monday |