**When and Where**

**Date:** 2/16/15

**Start:** 7:45 PM

**End:** 8:45 PM

**Room:** Google Hangout

**Role**

**Primary Facilitator:** Philip

**Timekeeper:** King

**Minute Taker:** Rachel

**Attending:** Hadi, Philip, King, Rachel

1. **Objective**

* Decide if we will use Play Framework vs other alternatives
* Get Play Framework working on all team member’s machines
* Status updates on current progress

1. **Status**

* We decided that we will stick with using play framework and will create a web app
* All team members can now access the play framework – thanks, Philip!
* King showed us her start-up page mock-up and Philip showed us his User object initial setup

1. **Discussion**

* We considered not using play framework since none of us have used this previously. However, we decided to go forward with using this since we successfully got it working on all of our machines. Philip has been learning a lot looking at the documentation. The rest of the group should do the same so that we all are up to speed.
  + To get play framework started now that we all have it installed and initially working:
    - Go to the path where you have the deliverables for the class
    - Type ‘activator’ for windows or ‘./activator’ for mac
    - Type run
    - Go to a web browser and type ‘localhost:9000’ (or whichever host # you are using)
* The database is created from the java objects; direct database setup is not needed. Philip showed us how he set this up for the User object mockup

1. **Wrap Up**

* Philip will be creating the User object and King will be creating the Item and Store objects as a part of their coding for this phase.
* King has created a Main.scala.html page that has the initial search and icons to click for login, search, and add item. When complete, she will add this to the respository so that we ca all look at it on our own machines.
* King and Philip will keep Hadi and Rachel up to date on their coding progress so that they can continue on the SSD, Domain Model, and Design document