
Mist

Outlet Corporation

CSE 201 Section D Group 20

Tuesdays 6:00pm-6:30pm

Agenda

1. Program Preview
2. UML Diagrams
3. Requirements & Priorities
4. Burn-down Chart
5. Retrospectives
 - See below for *Self-Reflection*.
6. Next Week's Agenda

Self-Reflection

7. What went well?
 - Independent assignments/coding.
 - Communication and meeting arrangements.
8. What can be improved?
 - Preplanning how we will link our coding together.
9. What are some challenges? How did we address them?
 - Connecting our code together.
 - Learning a little bit of each other's coding language.
10. What did we identify as your MVP?
 - Requirements 1-3.
11. Were we able to create the MVP in the course of Iteration 1?
 - Yes. But we are still having trouble tying things together.
 - We had to change some code and files so that we could use the Miami CEC Linux server.
 - We need to create game examples and have test records.
12. Why or why not?
 - We were bouncing between different languages and what to use to connect.

Important Links

[Mist](#)

[Github](#)

[Trello](#)