

# Learning Management System - Skill Magnet

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Group 46

## **Attendance:**

Nicholas Erickson

Nikhil Kuricheti

Jennifer Robles

Deepika Vempati

Sam DeFrancisco

Brayton Rude

Professor Islam

## **First Team Meeting (w/o Prof Islam)**

During the meeting, the team discussed several aspects of the project. The discussion involved how and where we would implement flashcards, and an exploration of user roles and their corresponding responsibilities. The team ensured that everyone's development environment was properly set up. A collaborative team for Postman usage was established, and the successful completion of the first endpoint test (code name: Bobert) was celebrated. Nick took on the responsibility of handling AWS-related tasks, while the team collectively defined GitHub pull request protocols and explored the functionality of GitHub Boards for project management. Additionally, we discussed CRLF vs LF line endings which provided insights into code formatting preferences within the group. Overall, the meeting covered a range of topics to help make sure our project gets completed.

## **Second Meeting Agenda**

- Confirm our design with Prof Islam
- Give progress update on our project so far
- Discuss our baseline goals
- Ask for any suggestions or new ideas since last semesters

## **Second Team Meeting**

We talked with Prof Islam and got confirmation on our design. We confirmed our biweekly scheduled meetings with her. We let her know our progress and we talked as a team about our goals. We decided on getting the basic video viewer features and marketplace features as soon as possible.

Prof Islam brought up the idea of using a survey/questionnaire for user feedback. We discussed how once we get to a MVP, we could design a survey for users and she would give this to her classes as an extra credit assignment. This would allow us to build a stronger argument for the usefulness of our project. This is how we derived our baseline goals as mentioned previously - once we get to this point we'll begin working out the user feedback survey.

Action items involve getting into the weeds with implementing. We have mocks, user dev environments set up, and a clear path forward. Now it's just a matter of making this project come alive.