



# Computer Engineering Department

## CS491/2 Senior Design Project I/II



### Meeting Minutes Document

#### MEETING AGENDA

CS491 Team ID:	-		
CS491 Project Name:	Consensia		
Date of Meeting:	24/10/2025	Time:	20:00

#### 1. Meeting Objective

Project presentation and introduction

#### 2. Attendance at Meeting

Student ID	Name	E-mail	Attended (Y/N)
22101535	Amirhossein Ahani	amirhossein.ahani@ug.bilkent.edu.tr	Y
22002119	Mehmet Hakan Yavuz	hakan.yavuz@ug.bilkent.edu.tr	Y
22003421	İrfan Hakan Karakoç	hakan.karakoc@ug.bilkent.edu.tr	Y
22102331	Türker Köken	turker.koken@ug.bilkent.edu.tr	Y
22001482	Ahmed Haikal	ahmed.haikal@ug.bilkent.edu.tr	Y
Instructor I	Mert Bıçakçı	mert.bicakci@cs.bilkent.edu.tr	Y
Instructor II	İlker Burak Kurt	ilker.kurt@bilkent.edu.tr	Y
Supervisor	Anıl Koyuncu	anil.koyuncu@cs.bilkent.edu.tr	N



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#### MEETING MINUTES

*Write down the subjects discussed during the meeting and clearly indicate assigned tasks, actions planned, deadlines that is advised/planned to be executed below.*

#### 3. Topics, Issues discussed during the meeting and Decisions taken

1. Started presenting the idea with the presentation slides we have made from before, while we were presenting the instructors could stop us to ask any questions they had in their mind
2. The first question asked was “will we use many different LLM modules or will we use only one role playing as different character”, in which we discussed that “it’s not decided yet however we think unifying it is better for a less unbiased answer” Which the instructors both agreed on.
3. Later another question was asked about our competitors, “ They asked are there other products that do the same LLM discussion like our product” in which we said there are some similarities and there are some differences, for example Z-inspection didn’t have the roles like our product, it makes LLMs discuss with each other but they do not have different roleplaying characters.
4. Another question was asked about “what are you gonna automate with n8n?” which we answered since we wanna make LLMs discuss with each other we are gonna automate their sessions in order to not to handle a lot of sessions and chats by hand”
5. Later one of the instructors asked a question “are you planning to give the same domain vertical to all roles ?” in which we answered that this is a more technical question which we don’t know yet how we are gonna handle in the future but we will think about it and give the answer in the future meetings
6. Later one of our team members Irfan corrected himself about a wrong information he gave during the competitors part, he stated that “the competitor he meant was actually not Z-inspection and it was actually MAST where in that product they dont have LLMs roleplaying as different characters”
7. We discussed that we will use event driven architecture to make sure our system components can operate asynchronously, without any disturbance in between the sessions. This will minimize the margin of error and will increase the accuracy overall.
8. Also the instructors suggested we research the “agent-to-agent model” where the LLMs act as agents with their own rules, goals and personalities. Considering this is the main distinguishing factor of our project and will significantly shape both our architecture and evaluation strategy.

#### 4. Next Meeting (if planned)

Date:	Not planned	Time:	Not planned
Objective:	Progress Meeting		



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*\*Please fill this form, convert it to pdf and rename it, then submit it to course advisors & supervisor via e-mail, no later than 24 hours after the meeting.*

*\*\*Naming of the document: TeamID\_MeetingMinutesReport\_MeetingNo\_Date\_documentversion.pdf  
(Example: T2301\_MeetingMinutesReport\_01\_15102023\_v1.pdf)*