The following are the notes taken before every scrum meeting and describe what was accomplished, what is planned to be done, and the hurdles to be encountered.

SkillCourt

Daily Scrum Meetings

Erico Oyarzun

Andres Ruggiero

Date: 05/18/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student:

* What was done since the last scrum meeting?
  + 1 N/A
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Study current system
  + 2 Read documentation and watch videos
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Second student:

* What was done since the last scrum meeting?
  + 1N/A
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Follow installation instructions
  + 2 Learn SkillCourt system
  + 3
* What are the hurdles?
  + 1 New technologies
  + 2 Errors during installation
  + 3 Programs not running as shown

Date: 05/19/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00 AM

End time: 9:30 AM

Minute Taker: Erico Oyarzun

First student:

* What was done since the last scrum meeting?
  + 1 Research into current system
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 First Sprint planning meeting
  + 2 Decide on User Stories
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Second student:

* What was done since the last scrum meeting?
  + 1 Research on SkillCourt system
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Meet with product owners
  + 2 Set up Sprint 1 schedule
  + 3
* What are the hurdles?
  + 1 New technologies
  + 2 Complexity of the system
  + 3

Date: 05/20/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student:

* What was done since the last scrum meeting?
  + 1 Sprint 1 Planning
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Assign user stories
  + 2 Detach simulator
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Second student:

* What was done since the last scrum meeting?
  + 1. Decided on user stories
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1. Research how to embed simulator on website
  + 2. “Detach” simulator so it can run without the need for arduino
  + 3
* What are the hurdles?
  + 1. New technologies
  + 2. Logic behind simulator and command messaging
  + 3

Date: 05/21/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00 AM

End time: 9:30 AM

Minute Taker: Erico Oyarzun

First student:

* What was done since the last scrum meeting?
  + 1 Successfully removed serial connection from simulator
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Run simulator on website
  + 2 Research on how to run simulator on website
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Second student:

* What was done since the last scrum meeting?
  + 1. Simulator was detached
  + 2. Simulator can now run on its own.
  + 3
* What is planned to be done until the next scrum meeting?
  + 1. Learn how to export Sketch into applet to embed on website
  + 2
  + 3
* What are the hurdles?
  + 1. Lack of knowledge on web technologies
  + 2. Export to applet feature was removed in most recent version of IDE
  + 3

Date: 05/22/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student:

* What was done since the last scrum meeting?
  + 1
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Implement Game Class
  + 2 Implement Routine Class
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Second student:

* What was done since the last scrum meeting?
  + 1. Decision was made to recreate simulator in javascript based Processing
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Implement Pad Class
  + 2 Implement Wall Class
  + 3 Implement Room Class
* What are the hurdles?
  + 1. Structure of simulator must be remade
  + 2
  + 3

Date: 05/25/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Implement Game
  + 2 Routine Class
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Implement Chase Routine
  + 2
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Implement Pad Class
  + 2 Implement Wall Class
  + 3 Implement Room Class
* What is planned to be done until the next scrum meeting?
  + 1 Include simulator on website
  + 2 Implement ThreeWallChase
  + 3
* What are the hurdles?
  + 1 Problems including simulator on website
  + 2
  + 3

Date: 05/26/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00 AM

End time: 9:30 AM

Minute Taker: Erico Oyarzun

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Implement Chase Routine
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Implement the timeouts
  + 2 Implement difficulty feature for Chase
  + 3 Implement HomeChase Routine
* What are the hurdles?
  + 1 Implementing ground targets
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Include the simulator on the website
  + 2 Implement ThreeWallChase
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Create form on website to input commands into the simulator
  + 2 Create database scripts
  + 3
* What are the hurdles?
  + 1 Include simulator on the website
  + 2
  + 3

Date: 05/27/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Create form on website to input commands into the simulator
  + 2 Create database scripts
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Complete website integration with simulator
  + 2 Implement method that provides square pads
  + 3
* What are the hurdles?
  + 1 Putting javascript in practice
  + 2 Learning the current system method to send messages
  + 3

Second student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Implement Chase Routine
  + 2 Implement difficulty for routines
  + 3 Fly & HomeFly routines
* What is planned to be done until the next scrum meeting?
  + 1 Implement warning targets in routines
  + 2 Implement Fly & Home Fly with difficulties
  + 3
* What are the hurdles?
  + 1 Learn the current system method to send messages
  + 2
  + 3

Date: 05/28/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00 AM

End time: 9:30 AM

Minute Taker: Erico Oyarzun

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Implement Fly & Home Fly with difficulties
  + 2 Implement warning targets in routines
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Create warning targets
  + 2 fix HomeFly and HomeChase routine
  + 3
* What are the hurdles?
  + 1 Difficulties developing algorithms for warning targets
  + 2 Rethink how to implement opposite ground-wall targets
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Complete website integration with simulator
  + 2 Implement method that provides square pads
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Change how game starts
  + 2 Create Statistics
  + 3
* What are the hurdles?
  + 1 Difficulties developing algorithms
  + 2
  + 3

Date: 05/29/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Finished routines
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Sprint Planning & Review
  + 2
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Statistics were created (not implemented graphically)
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Sprint Planning & Review
  + 2
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Date: 06/01/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Sprint Planning & Feasibility Study
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Create GroundChase Routine
  + 2 Start thinking about how to develop the difficulty
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Sprint Planning & Feasibility Study
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Implemente statistics in every routine
  + 2
  + 3
* What are the hurdles?
  + 1 Working with routines not coded by me
  + 2
  + 3

Date: 06/02/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Working on the GroundChase Routine
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 GroundChase Routine
  + 2 Include non-consecutive pads in GroundChase Routine
  + 3 Include non-repeating rows in GroundChase routine
* What are the hurdles?
  + 1 Setback developing algorithms for non-consecutive pads
  + 2 Setback developing algorithms for non-repeating rows
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Working on the Statistics class and its implementation
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Fixing Chase & Fly routine to free-flow
  + 2 Fix Three Wall Chase
  + 3
* What are the hurdles?
  + 1 Creating free-flow mechanism to Chase & Fly routines
  + 2
  + 3

Date: 06/03/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Working on the GroundChase Routine
  + 2 Working on the difficulty
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Ground Chase Routine
  + 2 Partially the difficulty
  + 3
* What are the hurdles?
  + 1 Developing algorithm for groundChase Routine
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Working on statistics
  + 2 GroundChase routine assistance
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Developing live statistic feedback on website
  + 2
  + 3
* What are the hurdles?
  + 1 Showing proper statistics depending on routine played
  + 2
  + 3

Date: 06/04/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 GroundChase Routine completed
  + 2 Difficulties for GroundChase Routine completed
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Start working on xCue routine
  + 2
  + 3
* What are the hurdles?
  + 1 Developing algorithms for xCue routine
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Developing live statistic live feedback on website
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Finish Statistics and live feedback on website
  + 2
  + 3
* What are the hurdles?
  + 1 Communicating between sketch and JavaScript
  + 2
  + 3

Date: 06/04/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Started creating xCue Routine
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Continue developing xCue Routine
  + 2 Start developing algorithms for xCue Routine difficulties
  + 3
* What are the hurdles?
  + 1 Developing dynamic algorithms to generate random walls
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Statistics for each routine
  + 2 Still working in the Live feedback while performing routine
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Finish the live feedback for all routines except xCue routine
  + 2
  + 3
* What are the hurdles?
  + 1 Calculating the force of each hit
  + 2
  + 3

Date: 06/08/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Erico Oyarzun

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Completed xCue Routine
  + 2 Started developing algorithms to implement difficulties in xCue Routine
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Algorithms to generate random wall pads in the floor and ground
  + 2
  + 3
* What are the hurdles?
  + 1 Developing dynamic algorithms to generate random walls
  + 2 Having trouble to migrate xCue routine task to develop branch
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Live feedback completed for all routines, including xCue Routine
  + 2 Refreshing the website’s User Interface
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Refresh the website’s User Interface
  + 2 Working on changing how the game starts
  + 3
* What are the hurdles?
  + 1 Synchronizing countdown with site UI
  + 2
  + 3

Date: 06/09/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Difficulties for xCue Routine completed
  + 2 Change how the game starts is completed
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Integrate the xCue Routine and difficulties with the develop branch
  + 2 Update the project documentation
  + 3 Testing all the routines
* What are the hurdles?
  + 1
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Website’s User Interface updated
  + 2 Live feedback is fully functional for all routines and difficulties
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Testing of the website and live feedback
  + 2
  + 3
* What are the hurdles?
  + 1
  + 2
  + 3

Date: 06/10/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Integrate the xCue Routine and difficulties with the develop branch
  + 2 Testing all the routines
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Create timer for xCue Routine between warning targets and green targets
  + 2
  + 3
* What are the hurdles?
  + 1 Creating timer between routines might be an issue
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Live feedback testing complete
  + 2 Website testing complete
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Add the Stop button to website
  + 2 Add Statistics for xCue routine
  + 3
* What are the hurdles?
  + 1. xCue requires new statistics, affects all other routines
  + 2
  + 3

Date: 06/11/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Timer between xCue Routine warning targets and green pads completed
  + 2 Feedback sound for hits and successes completed
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Finish the coach feedback
  + 2 Work on project documentation
  + 3 Testing
* What are the hurdles?
  + 1 Loading the sound to the processing.js and javascript files
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Stop button to website added
  + 2 Working on statistics for xCue Routine
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Complete Statistics for xCue routine
  + 2 Work on project documentation
  + 3 Testing
* What are the hurdles?
  + 1 Only showing appropriate statistics for each routine
  + 2
  + 3

Date: 06/15/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30AM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Assign stories between team members
  + 2 Update the project documentation
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Designing a proper solution for the wizard on three wall chase routine
  + 2 Start developing wizard on website for three wall chase (story 2)
  + 3
* What are the hurdles?
  + 1 Calculating a proper amount of time for each story
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Update the project documentation
  + 2 Assign stories between team members
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Start integrating simulator to Mobile Application
  + 2
  + 3
* What are the hurdles?
  + 1 Calculating a proper amount of time for each story
  + 2
  + 3

Date: 06/16/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Erico Oyarzun

First student: Andres Ruggiero

* What was done since the last scrum meeting?
  + 1 Design a solution for the wizard on three wall chase routine
  + 2 Start Development for Three Wall Chase Wizard
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Continue development for Three Wall Chase Wizard
  + 2
  + 3
* What are the hurdles?
  + 1 Developing algorithms to fully automate the Wizard
  + 2
  + 3

Second student: Erico Oyarzun

* What was done since the last scrum meeting?
  + 1 Integrate the simulator to the Android Mobile Application
  + 2
  + 3
* What is planned to be done until the next scrum meeting?
  + 1 Continue integration of simulator and mobile application
  + 2
  + 3
* What are the hurdles?
  + 1 Understand the previously created Android Mobile Application
  + 2 Problems with the Arduino & Bluetooth connection with the Mobile App
  + 3

Date: 06/17/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30AM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Continue development of the Three Wall Chase Routine Wizard

○ 2 Develop algorithms to automate Three Wall Chase Routine Wizard

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Finish the Three Wall Chase routine Wizard

○ 2 Start design & development of Playing Custom Three Wall Chase on website

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1 Continue integration of simulator to Mobile Application

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Continue integration of simulator to Mobile Application

○ 2

○ 3

● What are the hurdles?

○ 1. Arduino connection to Bluetooth is unstable

○ 2.

○ 3

Date: 06/18/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Development of the Three Wall Chase Routine Wizard

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Finish the Three Wall Chase Routine Wizard

○ 2 Start designing the solution for playing the Three Wall Chase routine Wizard

○ 3

● What are the hurdles?

○ 1 Ran into some issues with developing the Three Wall Chase routine Wizard

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1 Continue integration of simulator to Mobile Application

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Continue integration of simulator to Mobile Application

○ 2

○ 3

● What are the hurdles?

○ 1 Arduino connection to Bluetooth is unstable

○ 2

○ 3

Date: 06/19/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 The Three Wall Chase Routine Wizard is completed

○ 2 Start developing design for Playing the Three Wall Chase Wizard on website

○ 3 Start developing Chase Routine Wizard

● What is planned to be done until the next scrum meeting?

○ 1 Design of Chase Routine Wizard

○ 2 Testing of Three Wall Chase Routine Wizard

○ 3 Design of Fly Routine Wizard

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Integration of Bluetooth to Simulator is complete

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Begin updating settings on the mobile application

○ 2

○ 3

● What are the hurdles?

○ 1. Lack of knowledge on Android Development

○ 2

○ 3

Date: 06/22/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Testing of Three Wall Chase Routine Wizard completed

○ 2 Design of Chase Routine Wizard complete

○ 3 Design of Fly Routine Wizard complete

○ 4 Development of the Play Three Wall Chase Routine Wizard on website

● What is planned to be done until the next scrum meeting?

○ 1 Start development of Chase Routine Wizard

○ 2 Start development of Fly Routine

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Learning layouts and Android App Development

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Begin adding new settings to routine selection screen

○ 2. Continue learning Android Development

○ 3

● What are the hurdles?

○ 1. Existing code needs cleanup and optimization

○ 2. Lack of knowledge on Android Development

○ 3

Date: 06/23/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Continue development of Chase Routine Wizard

○ 2 Continue development of Fly Routine Wizard

○ 3 Play Three Wall Chase Routine Wizard on website complete

● What is planned to be done until the next scrum meeting?

○ 1

○ 2

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Some new views (spinners, checkboxes) were added to routine selection screen

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Work on SkillCourt Application

○ 2. Implement similar actions as web settings

○ 3

● What are the hurdles?

○ 1. Bugs in code

○ 2. Making application react as needed to changes in settings

○ 3

Date: 06/24/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Development of Chase Routine Wizard on website complete

○ 2 Development of Fly Routine Wizard on website complete

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Finalize testing for Fly Routine Wizard on website

○ 2 Finalize testing for Home Routine Wizard on website

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Removing certain settings depending on routine type.

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Passing the completed routine command to Arduino controller via Bluetooth

○ 2. Change format of routine command being sent

○ 3

● What are the hurdles?

○ 1. Refactoring current transmission code.

○ 2.

○ 3

Date: 06/25/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Complete testing of Fly Routine Wizard on website

○ 2 Complete testing of Chase Routine Wizard on website

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Complete the project documentation and final coding improvements

○ 2

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finished passing routine to Arduino.

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Complete feedback screen on SkillCourt Application.

○ 2. Implement message passing from simulator to app

○ 3

● What are the hurdles?

○ 1. Designing efficient formats for passing Stats info to Android.

○ 2

○ 3

Date: 06/29/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1

○ 2

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Continued testing of Arduino Bluetooth.

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Fix connectivity issues.

○ 2. Complete design of new Custom Wizard classes.

○ 3

● What are the hurdles?

○ 1. Complexity and logic design so we can work on different part of the Custom Routines (creating and playing routines)

○ 2

○ 3

Date: 06/30/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:30AM

End time: 10:00AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Finished design for Playing Custom Routines

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Work on Playing Custom Game Class

○ 2 Design Routine Command for Custom Routines

○ 3 Work on Master Game Class

● What are the hurdles?

○ 1 Complexity is high

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finished design for Custom Routines

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Work on Custom Routine Wizard

○ 2.

○ 3

● What are the hurdles?

○ 1. Algorithm design

○ 2

○ 3

Date: 07/01/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Work on Play Custom Game Class

○ 2 Work on Custom Routine Class

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Work on Playing Custom Routine

○ 2

○ 3

● What are the hurdles?

○ 1 Complexity is high

○ 2 Design for Custom Routine Command

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Setup GUI for custom routine creation

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Implement buttons so that arrows/warnings are shown when appropriate.

○ 2. Begin implementing Wizard class

○ 3

● What are the hurdles?

○ 1. Order of development.

○ 2

○ 3

Date: 07/02/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Work on Play Custom Game Class

○ 2 Work on Custom Routine Class

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Integrate Game Class with Master Game Class

○ 2

○ 3

● What are the hurdles?

○ 1 Complexity is high

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. GUI is finished being implemented

○ 2. Wizard class was begun

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Finish classes (Wizard, Round, Step, Target)

○ 2.

○ 3

● What are the hurdles?

○ 1. Avoiding high coupling between classes

○ 2

○ 3

Date: 07/03/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Working on integrating Game Class with Master Game Class

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Be able to play a Custom Routine by itself

○ 2

○ 3

● What are the hurdles?

○ 1 Complexity is high

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Classes were coded

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Fix bugs in GUI when using classes from sketch

○ 2. Begin implementing the StepCreator classes

○ 3

● What are the hurdles?

○ 1. StepCreators are highly responsive to GUI

○ 2

○ 3

Date: 07/06/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 User can play a Custom Routine by itself

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Work on the user Interface of the website

○ 2 General Testing of Classes

○ 3

● What are the hurdles?

○ 1 Complexity is high

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finished bugs when creating steps and navigating steps and rounds.

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Finish creating the StepCreator classes

○ 2.

○ 3

● What are the hurdles?

○ 1. Complexity. Is responsive to numerous features.

○ 2

○ 3

Date: 07/07/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Testing of existing Classes

○ 2 Update project documentation

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Finish the ability to play a custom routine + existing routine

○ 2 Project documentation

○ 3

● What are the hurdles?

○ 1 Complexity in integrating game classes is fairly high

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. GroundStepCreator was finalized

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Implement SetStepCreator

○ 2.

○ 3

● What are the hurdles?

○ 1. Complexity in the transition from edit to finish and vice-versa

○ 2

○ 3

Date: 07/08/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Ability to play a custom routine with an existing routine

○ 2 Working on the User Interface for the Play Custom Routine on the website

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Finish the User Interface for the Play Custom Routine on the website

○ 2 Update Project Documentation

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Routine Wizard was finalized.

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Testing of Routine Wizard.

○ 2. Begin Feedback implementation on Mobile App

○ 3

● What are the hurdles?

○ 1. Problems with Bluetooth, unreliable.

○ 2

○ 3

Date: 07/09/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Finish the User Interface for Play Custom Routine

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1

○ 2

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finished testing.

○ 2.

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Continue work on Feedback screen.

○ 2.

○ 3

● What are the hurdles?

○ 1. Bluetooth connectivity. Serial communication.

○ 2

○ 3

Date: 07/13/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Evaluation of the more suitable Back-End Service

○ 2 Design the DB Schema Diagram & Create the Database

○ 3 Start connecting the DB to existing Website

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Continuing on Android Development

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Start connecting the DB to the existing website

○ 2. Design the DB Schema Diagram & Create the Database

○ 3

● What are the hurdles?

○ 1. Understanding the existing HTML code

○ 2

○ 3

Date: 07/14/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Evaluation of the more suitable Back-End Service

○ 2 Design the DB Schema Diagram & Create the Database

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Design the User Interface of the website

○ 2 Start developing the Play Custom Routine part of the website

○ 3

● What are the hurdles?

○ 1 Parse learning curve

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finalized the database architecture

○ 2. Decided on Parse as back-end service

○ 3.

● What is planned to be done until the next scrum meeting?

○ 1. Begin work on UI for website

○ 2. Develop Coach pages

○ 3

● What are the hurdles?

○ 1. Learning Parse

○ 2

○ 3

Date: 07/15/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Template for the website is ready

○ 2 Finished working on the functionality of the Routine Page and Log In page

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Work on the user interface of routine page

○ 2 Work on the user interface of the Log in page

○ 3

● What are the hurdles?

○ 1 Parse learning curve

○ 2 Ajax learning curve

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Began implementation of coachRoutines.php

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Continue developing for coachRoutines.php

○ 2. Finish assign, unassign, and delete

○ 3. Learn AJAX and jQuery

● What are the hurdles?

○ 1. Learning curve for jQuery and AJAX

○ 2

○ 3

Date: 07/16/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Erico Oyarzun

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 User interface for the Log In page

○ 2 User interface for the Routine Page in Progress

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Start working on the profile page for players

○ 2 Implement User interface for the profile page

○ 3 Start working on the create player page

● What are the hurdles?

○ 1 Ajax learning curve

○ 2 Jquery learning curve

○ 3 parse learning curve

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finished viewing routine.

○ 2. Finished ‘Assign’ button.

○ 3.

● What is planned to be done until the next scrum meeting?

○ 1. ‘Unassign’ and ‘Delete’ for coachRoutines.php

○ 2.

○ 3

● What are the hurdles?

○ 1. Making use of AJAX to not waste Parse resources

○ 2

○ 3

Date: 07/17/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Profile page and edit capabilities funcionalities finished

○ 2 User interface for profile page

○ 3 Started working on create player page

● What is planned to be done until the next scrum meeting?

○ 1 Continue working on the create player page

○ 2 Reading material about hosting website AWS

○ 3

● What are the hurdles?

○ 1 AWS learning curve

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finished ‘unassign’ and ‘delete’

○ 2

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Setup AWS hosting

○ 2. Allow coaches to create default routines and save them

○ 3

● What are the hurdles?

○ 1. Errors in EC2 instance

○ 2. Default routines have many options that change other fields

○ 3

Date: 07/20/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 3:30PM

End time: 4:00PM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Change password page finished

○ 2 Integrating UI for the website

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 System and Subsystem Package Diagram

○ 2

○ 3

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Implementing UI for Coach pages

○ 2. Finished default routine creation

○ 3

● What is planned to be done until the next scrum meeting?

○ 1. Finish AWS hosting

○ 2. Implement ‘edit’ on custom routines

○ 3

● What are the hurdles?

○ 1. EC2 instance will not properly run Parse commands

○ 2. Routine Wizard is complex

○ 3. Need to make custom wizard able to reverse engineer command

Date: 07/21/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 System and subsystem package diagram

○ 2 Class diagram for simulator

○ 3

● What is planned to be done until the next scrum meeting?

○ 1 Make the site point to www.skillcourt.com

○ 2 Fix the bugs on the create player page

○ 3 work on documentation

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finished AWS hosting

○ 2.

○ 3.

● What is planned to be done until the next scrum meeting?

○ 1. Finish being able to edit custom routines

○ 2. Begin ‘edit’ for default routine

○ 3

● What are the hurdles?

○ 1. Default routines have many options and checks that affect other settings

○ 2. New bugs appearing for routine wizard

○ 3

Date: 07/22/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Fixed the bugs on the create player page

○ 2 Documentation & diagrams

○ 3 Make site available in www.skillcourt.com

● What is planned to be done until the next scrum meeting?

○ 1 Fix the bugs in the simulator

○ 2 Start working on the system validation

○ 3 Work on documentation

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Edit custom routine is finished

○ 2. Edit default routine was started

○ 3.

● What is planned to be done until the next scrum meeting?

○ 1. Finished being able to edit default routines.

○ 2. Fix UI so only available options are presented when entering edit mode

○ 3

● What are the hurdles?

○ 1. Saving edited routines is unfinished

○ 2

○ 3

Date: 07/23/15

Attendees: Erico Oyarzun and Andres Ruggiero

Start time: 9:00AM

End time: 9:30AM

Minute Taker: Andres Ruggiero

First student: Andres Ruggiero

● What was done since the last scrum meeting?

○ 1 Bugs in the simulator are fixed

○ 2 System validation cases are almost done

○ 3 Assign a player to a coach page

● What is planned to be done until the next scrum meeting?

○ 1 Release a player from a coach

○ 2 Documentation done

○ 3 Testing of the website

● What are the hurdles?

○ 1

○ 2

○ 3

Second student: Erico Oyarzun

● What was done since the last scrum meeting?

○ 1. Finished UI update for routine edit

○ 2. Parse objects were modified

○ 3.

● What is planned to be done until the next scrum meeting?

○ 1. Fix the scripts used for the routines page so the proper queries are run after modification of Parse object.

○ 2. Documentation and Diagrams

○ 3 Testing

● What are the hurdles?

○ 1. Time.

○ 2. New bugs due to the change in Parse object structure.

○ 3