**Daily Scrum Meeting Minutes:**

Attendees: <Enter Attendees' Names>

Start time: <Enter the start time of the meeting>

End time: <Enter the end time of the meeting>

<Enter Team Member 1's Name>:

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

<Enter Team Member 2's Name>:

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## August 28, 2017 (Sprint 1)

**Daily Scrum Meeting Minutes: Monday August 28, 2017**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 9:45 PM

End time: 10:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Explored the different available apis for augmented reality.
  + Decided to use Vuforia.
  + Spent time setting up Unity and going through Vuforia documentation.
  + Set up the github repository for my project.
* What is planned to be done until the next scrum meeting?
  + Setup Android and Ios sdks.
  + Create the requirements of the app and from them start creating user stories.
  + Start doing research to explore what other institutions have done with AR for education.
* What are the hurdles?
  + I’ve never worked with Unity before.

Francisco Lozada

* What was done since the last scrum meeting?
  + I went over the Scrum, Mingle, and Github getting started documentation to be familiar with the standardized processes and procedures we are expected to know and perform.
  + Did a quick overview all of what accounts I have access to and what they contain to be know what resources are available to me.
  + Began to take a look at the CircGR-API code base and all the related documentation that was created for it.
* What is planned to be done until the next scrum meeting?
  + Will be taking an intro course in Pluralsight to learn the C# syntax.
  + Will be reviewing certain advanced concepts in C++ like concurrency and high performance computing using the website stated as a resource.
  + After I will begin to deeply analyze the code that has already been created in C# and try to figure the major constructs that will be required and what will be the best way to go about doing this in C++. Noting that I will be referencing best practice resources (some of which will be provided by ortega) for creating an API in C++.
* What are the hurdles?
  + Some of the main hurdles that I noticed is that so far I am the only person in the group so analyzing 5000+ lines of code without being able to consult with its developers will be a bit challenging.
  + The fact that I have never written code in C# and will be translating C# to C++ will take some learning time.

Cristian Cabrera

* What was done since the last scrum meeting?
  + Today I met up with Lukas. We began to discuss what in the project needs to be advanced.
  + I have installed the Epic Games interface that Lukas is using to work on the project. Epic Games has a free copy of the unreal engine and I have also downloaded that.
  + During the meeting with Lukas I read a lot of the code.I Identified what was complete and what needs more work and progress.
* What is planned to be done until the next scrum meeting?
  + Once I read over the parse code and went over the results I began to think of what else needs to be added. The parse code needs to become more sophisticated. Currently it only reads the declaration of function calls, function definitions, and variable declarations. It does not parse the names of these function though. That needs to be added to the program.
  + Will also begin practicing C++ with the unreal engine platform.
* What are the hurdles?
  + I am not experienced with the unreal engine so I need to practice the C++ and using the interface. I know the syntax and loops of C++ but I'm not as quick at coding it.

Kevin Delamo

* What was done since the last scrum meeting?
  + Today I have talked to my product owner to set up a meeting with the lead of a prior project in order to investigate the feasibility of extending the features of that project (An educational game that implicitly teaches concepts foundational to Computer Science without making this teaching obvious to the player.)
  + Set a course to begin learning Unity to either extend the previously mentioned project, or build a new educational game.
* What is planned to be done until the next scrum meeting?
  + Review codebase of the previous project (already given access to it's GitHub) in order to prepare questions and having a overview already in place to allow meeting on Wednesday with previous project lead to progress quickly and maximize productivity.
  + Review some tutorials for Unity to get a grounded understanding of the technology, it's pros and cons, and how development with it may proceed.
* What are the hurdles?
  + Development in Unity requires knowledge of C#, thus, a steep learning curve for Unity has now been set in place that could leave visible progress stale for some time.

Filip Klepsa

* What was done since the last scrum meeting?
  + Spoke with my product owner and clarified the project requirements and expectations.
  + I setup my github and accessed mingle in preparation for the first sprint.
  + Began performing research on the possible technology I will be utilizing.
* What is planned to be done until the next scrum meeting?
  + Will be continuing research on possible technologies to accomplish the desires of the product owner.
  + Will be diving into the Leap Motion Controller API to determine what language would be appropriate to tackle my project.
* What are the hurdles?
  + At the moment, I am trying to explore the best way to approach the project. Starting a project from scratch and being the sole member of my team makes breaking the initial development inertia a huge challenge.

Nicolette Celli

* What was done since the last scrum meeting?
  + Spoke to Francisco about setting up a meeting with someone who worked on this project previously in order to decide what our best course of action will be.
  + Installed the project dependencies.
* What is planned to be done until the next scrum meeting?
  + Will be researching Unity and reviewing the documentation for the previous project in order to get a better understanding of the work that needs to be done.
  + By the end of the week, we should have decided whether to continue from the previous project or start from scratch.
* What are the hurdles?
  + I do not have experience with Unity, which was used in the previous project.
  + I will need some time to learn this and decide what changes or additions we will be able to make to the existing project.

Lukas Borges

* What was done since the last scrum meeting?
  + Showed the project to my partner, explained what currently works, what needs to be worked on.
* What is planned to be done until the next scrum meeting?
  + Push the project to github so I can merge the parsing functionality with the tcp.
* What are the hurdles?
  + Making sure that when it is pushed to git, UE4’s source control functionality will not have any issues.
  + Making sure my partner (Cristian) can clone it and get it up and running.

Santiago Bolivar

* What was done since the last scrum meeting?
  + Sat down with Dr. Ortega to discuss project goals
  + Decided possible projects to explore
* What is planned to be done until the next scrum meeting?
  + Survey any possible software/api required for the project
  + Install required applications for
* What are the hurdles?
  + None at the moment

## August 29, 2017 (Sprint 1)

**Daily Scrum Meeting Minutes:**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 10:00 PM

End time: 10:11 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Came up with the requirements for the project.
  + Create a couple of user stories from the requirements.
  + Tried to deploy sample projects to Ios and Android.
* What is planned to be done until the next scrum meeting?
  + Deploy sample projects to Ios and Android.
* What are the hurdles?
  + I’ve been unable to deploy to Android because I am having issues launching the Player Settings, I’m getting an error that prevents me from building.

Francisco Lozada

* What was done since the last scrum meeting?
  + Met with Professor Ortega to discuss major important considerations when creating an API in C++.
  + We also discussed various books that will be serve as great resources for the design and implementation of the code I will be translating from C# to C++. These books include: "C++ Primer 5th edition by Stanley Lippman, Josee Lajoie, and Barbara Moo", "The C++ Standard Library 2nd Edition by Nicolai Josuttis", "API Design for C++ by Martin Reddy".
  + We also discussed and planned the setup and testing procedure for the implemented code to familiarize myself with it prior to rewriting it. I also watched about 3 hours video lectures on C++ in Pluralsight. In addition, we took a look at the big overall overall picture of the C# code for the circular gesture recognition project and how it is basically a recognizer that does template-based matching.
* What is planned to be done until the next scrum meeting?
  + I will continue the video lectures in Pluralsight for learning C++.
  + I will also begin to read the book "API Design for C++ by Martin Reddy". I will also install the C# project on my local machine for testing and familiarizing myself with how everything works.
* What are the hurdles?
  + Writing an API C++ isn't as straightforward as another language that is more specialized for such task. I will also have to continue familiarizing myself with C# syntax for understand the code already written.

Cristian Cabrera

* What was done since the last scrum meeting?
  + I began to work with the unreal engine to become familiar with the interface.
  + Lukas introduced me to a tutorial created by the unreal engine team. I have watched the beginning part of the tutorial and started the first tutorial.
  + I have learned the basics of level creation with geometry and textures.
* What is planned to be done until the next scrum meeting?
  + I will continue to watch the videos and finish the tutorial.
  + Becoming more proficient in the unreal interface.
  + The other important step is regarding the parse code. The parse code still needs to become more sophisticated. Making additions so that the code can read the json to include the id tag to the output.
* What are the hurdles?
  + I am not experienced with the unreal engine so I need to practice the C++ and using the interface. I know the syntax and loops of C++ but I'm not as proficient in it as other languages.

Kevin Delamo

* What was done since the last scrum meeting?
  + Have become more comfortable with prior project codebase.
  + Completed a few unity tutorials to get a feeling for the technology.
* What is planned to be done until the next scrum meeting?
  + Meeting with prior project lead to discuss codebase in more detail and how to extend and improve it.
  + Decide on improving project or start fresh.
* What are the hurdles?
  + The previously mentioned C# learning hurdles and Unity learning.

Filip Klepsa

* What was done since the last scrum meeting?
  + Performed research on possible technologies to accomplish my goals.
  + Ended up selecting C# as the coding language in order to prevent future complications with the product if VR output in Unity3D becomes desirable.
  + Set up environment to begin coding with C#.
  + Began reading through the C# Leap Motion Controller documentation.
* What is planned to be done until the next scrum meeting?
  + I will continue to read through the C# Leap Motion Controller documentation and gain familiarity with C# as a language.
* What are the hurdles?
  + I have never coded with C# before nor do I have experience with Forms. At this point, it is primarily necessary to get me up to speed as quickly as possible.

Nicolette Celli

* What was done since the last scrum meeting?
  + Watched Unity tutorials and SteamVR tutorials.
  + Familiarized myself with the Unity engine.
* What is planned to be done until the next scrum meeting?
  + Meeting with the previous project lead, Guido, in order learn more about his project and decide whether we should continue with it.
* What are the hurdles?
  + I have never used Unity or coded in C#, so I will need to learn them.

Lukas Borges

* What was done since the last scrum meeting?
  + Renaming unreal project from **tcpclient** to the more appropriate **UE4codevr**
  + Came up with a workflow in order to use github’s source control with unreal engine 4. The built-in source control for unreal is still in beta.
* What is planned to be done until the next scrum meeting?
  + I am currently pushing the project to github. I have to explain to my partner that we will be using github from the terminal whenever we want to push a commit.
  + I also want to use branches for feature improvements, and github’s project page can help us keep track of user stories.
* What are the hurdles?
  + Renaming Unreal Engine projects can be a headache, so I am just restarting it from scratch and reimplementing. Luckily I backed up everything. Pushing a game engine project to github is a little more complex, the .gitignore has to be well designed. Once we put everything on git, we’ll start development right away.

Santiago Bolivar

* What was done since the last scrum meeting?
  + Read about solutions for VR (Virtual Reality) for computer and iPhone
  + Downloaded/installed Unreal Engine for Windows
  + Downloaded/installed Visual Studio 2015
* What is planned to be done until the next scrum meeting?
  + Read requirements for iPhone app implementation
  + Start to get familiar with Unreal Engine and iPhone development
* What are the hurdles?

I am not familiar with Unreal or iPhone development

## August 30, 2017 (Sprint 1)

**Daily Scrum Meeting Minutes:**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 10:52 PM

End time: 11:05 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Fixed an error where I could not display the Player settings in order to deploy the apps. Required multiple reinstalls of the Unity application.
  + Deployed on Android.
* What is planned to be done until the next scrum meeting?
  + Deploy sample project on Ios.
  + Start adding my user stories on Mingle.
* What are the hurdles?
  + No hurdles.

Francisco Lozada

* What was done since the last scrum meeting?
  + Cloned the CircGR-API repo from GitLab to my local and set up project.
  + Started testing the MTScratpadWMTouch that works with the MTGRLibrary.
  + Continued the C++ intermediate topics course in Pluralsight.
  + Began to familiarize myself with Mingle.
* What is planned to be done until the next scrum meeting?
  + Begin to analyze the code for the gesture recognizer and start planning API code structure for C++.
  + Continue to study the video lecture on C++ in Pluralsight.
  + Look into C# syntax in Pluralsight.
  + Create user stories in Mingle.
* What are the hurdles?
  + Was not presented with any obstacles today.

Cristian Cabrera

* What was done since the last scrum meeting?
  + I continued watching the tutorial videos.
  + I have cloned the git project.
* What is planned to be done until the next scrum meeting?
  + Finish the tutorial videos.
  + Begin working on the parsing code.
* What are the hurdles?
  + I had to reinstall Visual Studio because the Unreal Engine requires it for programming.
  + Installing the Windows SDK took a tremendous amount of time.

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + I continued to read through the C# Leap Motion Controller documentation.
  + I began going through the .Net C# programming guide.
  + I drafted up a comprehensive installation & setup guide to add Leap Motion support to a new or existing programming project. Done now, while the information is fresh in my head to avoid complications at project delivery.
* What is planned to be done until the next scrum meeting?
  + Continue going through the C# Leap Motion Controller documentation.
  + Continue going through the .Net C# programming guide.
  + Create a mini test program to begin experimenting with the Leap API.
* What are the hurdles?
  + Today was not met with any hurdles.

Nicolette Celli

* What was done since the last scrum meeting?
  + Tested the game with an HTC Vive.
  + Reviewed the game’s concept and implementation with a previous programmer.
* What is planned to be done until the next scrum meeting?
  + Go over existing scripts on my own.
  + Brainstorm for ways to make the game more intuitive and easier to understand.
  + Start creating user stories on Mingle.
* What are the hurdles?
  + Determining a way to test the game without a Vive.

Lukas Borges

* What was done since the last scrum meeting?
  + Restarted the project from scratch and pushed a clean UE4 template game to github.
  + Started reimplementing features commit by commit.
* What is planned to be done until the next scrum meeting?
  + Make sure my partner is able to clone the project, get it up and running as well.
* What are the hurdles?
  + My partner was cloning the project, but it was not compiling

Santiago Bolivar

* What was done since the last scrum meeting?
  + Read about Unreal’s Documentation for iPhone deployment
  + Set up the environment to be able to create Unreal Applications
* What is planned to be done until the next scrum meeting?
  + Make sure Unreal works properly
  + Start learning about Unreal and C++
* What are the hurdles?
  + Learning about Unreal and C++ since i am not familiar with Unreal

## August 31, 2017 (Sprint 1)

**Daily Scrum Meeting Minutes:**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 9:50 PM

End time: 10:21 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Created all my user stories from the requirements.
  + Started adding them to Mingle.
  + Watch tutorials on how to use Vuforia.
* What is planned to be done until the next scrum meeting?
  + Some of the user stories are complex and will be broken down into simpler ones.
  + Create my first marker-based augmented reality model.
  + Will finish adding user stories to Mingle.
  + Will guide the team in filling out the Sprint Planning Meeting document.
* What are the hurdles?
  + No hurdles.

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued to review advanced concepts in C++ using Pluralsight; watched about 3+ hrs of video lectures.
  + Continued to use and analyze existing code to figure out best translation method.
* What is planned to be done until the next scrum meeting?
  + Will begin to look deeply at the API design for C++ best practices using the book written by Martin Reddy.
  + Will start to write the C# code to C++.
  + Will create and input the user stories in Mingle.
* What are the hurdles?
  + Will need to design a GUI using Qt for testing the code that I will be translating from C# to C++ to mimic that of the MTScratchPadWMTouch.

Cristian Cabrera

* What was done since the last scrum meeting?
  + I video chatted with Lukas discussing the status of the project.
  + Successfully cloned the project from github.
  + Continued with learning the unreal engine via video tutorials.
* What is planned to be done until the next scrum meeting?
  + Finish the tutorial videos.
  + Begin working on the parsing code.
* What are the hurdles?
  + Working with C++ isn’t as difficult as I thought but the keywords for the unreal engine are all new to me.

Kevin Delamo

* What was done since the last scrum meeting?
  + Demoed the previous Code Adventures project.
  + Went over codebase with the previous developer.
  + Discussed logistics of HTC Vive Access.
  + Discussed possible extensions and improvements to project to use as basis for user stories.
* What is planned to be done until the next scrum meeting?
  + Begin experimenting with the current project.
  + Begin work on implementing keyboard + mouse controls.
* What are the hurdles?
  + Linux and Unity compatibility.

Filip Klepsa

* What was done since the last scrum meeting?
  + I continued to read through the C# Leap Motion Controller documentation.
  + I continued going through the .Net C# programming guide.
  + I went through the Leap development community forums in order to try and gain some insight. Found some tools that might be useful, further research is required.
  + Created a mini test program that accessed the Leap Controller.
* What is planned to be done until the next scrum meeting?
  + Continue going through the C# Leap Motion Controller documentation.
  + Continue going through the .Net C# programming guide.
  + Meet with product owner and the VR team to create and put user stories on Mingle
* What are the hurdles?
  + The Leap Motion Controller has two different versions. LeakSDK 2.0 and LeakSDK Orion. According to my research the newer Orion, which is to be used in VR applications, has some issues in the frames that cause the recognizer to fail. It might prove in the best interest of the project to use the 2d LeapSDK 2.0 instead. More research is required.

Nicolette Celli

* What was done since the last scrum meeting?
  + Reviewed previously made scripts on Unity.
  + Came up with a few possible ideas to streamline the game and make it easier to play.
* What is planned to be done until the next scrum meeting?
  + Add controls for keyboard and mouse.
* What are the hurdles?
  + No hurdles today.

Lukas Borges

* What was done since the last scrum meeting?
  + Features were pushed commit by commit. Github has a much clearer pattern.
  + Met online with my partner, cloned and successfully compiled the project.
  + Better implementation using Unreal’s file path allows the project to be cloned and work on any system
  + Created cards / issues on the github repo
  + Created an updated readme file for the repo (matching the project)
* What is planned to be done until the next scrum meeting?
  + Fixed my partner’s system.
* What are the hurdles?
  + For the parser feature; one of my header files is not loading correctly unless I use an absolute path (non portable). Eagerly debugging it.

Santiago Bolivar

* What was done since the last scrum meeting?
  + Installed Game Development package for Visual Studio
  + Installed Visual Code for faster code editing
  + Started learning about Unreal Development
* What is planned to be done until the next scrum meeting?
  + Keep learning Unreal to be able to produce a small application
* What are the hurdles?
  + Learning about Unreal and C++ since i am not familiar with Unreal

## September 1, 2017 (Sprint 1)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 10:34 PM

End time: 10:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Met with Dr. Ortega to discuss grading and what he expects of the research paper.
  + Held a meeting to teach team members how to use Mingle.
  + Worked through a tutorial for using vuforia.
* What is planned to be done until the next scrum meeting?
  + Add stories to Mingle.
  + Get marker based tutorial done.
* What are the hurdles?
  + My marker could not be imported correctly inside my Unity project. I need to find out why or try a different tutorial.

Francisco Lozada

* What was done since the last scrum meeting?
  + Upgraded Visual Studio Enterprise 2015 to 2017 and installed and setup all the required C++ tools, libraries, and compilers.
  + Continued to analyze the MTScratchPadWMTouch functionality to replicate a C++ testing application for the gesture recognition.
  + Watched roughly 2 hours of C++ video lectures on Pluralsight on smart pointers, polymorphism, and inheritance.
  + Began to translate some of the code to C++.
  + Met with Dr. Ortega to review expectations for research paper.
  + Met with current Scrum master Hamilton to discuss Mingle standards and procedures.
* What is planned to be done until the next scrum meeting?
  + Will begin to create a GUI for testing the CircGR-API using Qt.
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Made progress becoming familiar with the unreal engine.
  + Became comfortable enough to start with the parse code.
* What is planned to be done until the next scrum meeting?
  + Finish the tutorial videos.
  + Begin working on the parsing code.
* What are the hurdles?
  + I am not completely familiar with the engine.
  + Learning C++/

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + I continued to read through the C# Leap Motion Controller documentation.
  + I continued going through the .Net C# programming guide.
  + I met with the product owner to go over the expectations of the research paper.
  + I met with the VR team to learn to create and put user stories on Mingle.
* What is planned to be done until the next scrum meeting?
  + Continue going through the C# Leap Motion Controller documentation.
  + Continue going through the .Net C# programming guide.
  + Put user stories on Mingle.
  + Attempt to document user stories with UML properly.
* What are the hurdles?
  + As my project is new, most of my time has been spent learning and researching. No tangible features are implemented. The proper UML documentation is difficult to conceptualize.

Nicolette Celli

* What was done since the last scrum meeting?
  + Met with Ortega to discuss his expectations and suggestions for our research papers.
  + Met with group members to learn how to use Mingle.
  + Continued reviewing Unity API and C#.
* What is planned to be done until the next scrum meeting?
  + Create user stories and add them to Mingle.
* What are the hurdles?
  + No hurdles today.

Lukas Borges

* What was done since the last scrum meeting?
  + Fixed my previous hurdle; the header file now works.
  + Tested and pushed feature contents to git
* What is planned to be done until the next scrum meeting?
  + Parser module needs to be portable
  + Parser module needs to work in correct order (it is being called before the tcp module is done).
  + Parser module could use some sophistication (less hacks and works around)
* What are the hurdles?
  + Making the parser portable is important in order for my programming partner to clone the project and compile it seamlessly; making the parser portable implies traversing Actor objects in Unreal Engine 4, which I am currently trying to figure out.

## September 18, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 9:34 PM

End time: 10:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Learned various uses for Blender: object creation, object/edit mode, extruding faces, uv mapping and unwrapping, texture creation,
* What is planned to be done until the next scrum meeting?
  + Create a basic Logical OR model in blender.
  + Import the model in a new Unity Project.
* What are the hurdles?
  + Hurricane Irma cancelled school, lost power and water. Spent time putting up shutters.

Francisco Lozada

* What was done since the last scrum meeting?
  + Learned the C# syntax and semantics in order to comprehend and translate the MTGRLibrary
  + Started creating the Graphical User Inteface for testing the MTGRLibrary
* What is planned to be done until the next scrum meeting?
  + Will continue the GUI and Qt in order to have it work with the WM\_Touch
* What are the hurdles?
  + Hurricare Irma hit South Florida so I did not have internet connectivity or power for about a week

Cristian Cabrera

* What was done since the last scrum meeting?
  + Learned how to operate and confidently navigate the Unreal Engine 4 interface
  + Read over the use of jsoncpp
* What is planned to be done until the next scrum meeting?
  + Learn the jsoncpp library for parsing
* What are the hurdles?
  + Due to catastrophic weather events (Hurricane Irma) I had limited internet usage to be able to research how to use the library.

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued going through the C# Leap Motion Controller documentation.
  + Continued going through the .Net C# programming guide.
  + Put new user stories on Mingle.
  + Documented sprint 1 user stories
* What is planned to be done until the next scrum meeting?
  + Begin working on user story #713 Research - Template Matching
* What are the hurdles?
  + Hurricane Irma stalled my projects momentum. Today I attempted to rekindle the fire with limited success as many tasks needed to be reconciled from sprint 1.

Nicolette Celli

* What was done since the last scrum meeting?
  + Reviewed Unity tutorials and documentation.
  + Created user stories and posted them on Mingle.
* What is planned to be done until the next scrum meeting?
  + Meet with partner to brainstorm more potential changes to the game.
  + Begin working on indicator.
  + Begin working on keyboard and mouse controls.
* What are the hurdles?
  + We lost time due to the hurricane, so we will need to make up for it.
  + I still do not have power or internet at my house.

Lukas Borges

* What was done since the last scrum meeting?
  + Fixed my previous hurdle; the header file now works.
  + Tested and pushed feature contents to git
* What is planned to be done until the next scrum meeting?
  + Parser module needs to be portable
  + Parser module needs to work in correct order (it is being called before the tcp module is done).
  + Parser module could use some sophistication (less hacks and works around)
* What are the hurdles?
  + Making the parser portable is important in order for my programming partner to clone the project and compile it seamlessly; making the parser portable implies traversing Actor objects in Unreal Engine 4, which I am currently trying to figure out.

## 

## September 19, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 8:30 PM

End time: 9:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Created the Logical OR model.
  + Learned how to apply texture to it in Unity.
* What is planned to be done until the next scrum meeting?
  + Do some research on human interface design to decide which style of user interface would be best for this part of the project.
  + If the research is successful or promising, then I will proceed to implementing the interaction with the model.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + I continued developing the GUI for testing the MTGRLibrary
* What is planned to be done until the next scrum meeting?
  + Provide windows touch recognition to the MTScratchpad
* What are the hurdles?
  + Qt has its own unique way of providing touch capabilities

Cristian Cabrera

* What was done since the last scrum meeting?
  + Completed all Unreal Engine Tutorials
  + Read over jsoncpp documentation.
* What is planned to be done until the next scrum meeting?
  + Sophistication of parser
  + Perfecting parser and implantation
* What are the hurdles?
  + Lack of C++ experience

Kevin Delamo

* What was done since the last scrum meeting?
  + Decided that proceeding to use Unity on Linux would be a massive hindrance to project development.
  + Viewed remaining tutorials on Unity.
* What is planned to be done until the next scrum meeting?
  + Acquire access to a windows computer capable of running unity.
  + Work on Menu for CodeAdventures to access game settings.
* What are the hurdles?
  + Lack of computer for Unity

Filip Klepsa

* What was done since the last scrum meeting?
  + Began working on user story #713 Research - Template Matching
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #713 Research - Template Matching
* What are the hurdles?
  + None

Nicolette Celli

* What was done since the last scrum meeting?
  + Met with Ortega to discuss how we will be moving forward.
  + Unboxed new HTC Vive.
* What is planned to be done until the next scrum meeting?
  + Meet with partner and work together on menu for CodeAdventures.
  + Buy supplies needed to progress.
* What are the hurdles?
  + No hurdles today.

Lukas Borges

* What was done since the last scrum meeting?
  + Figured out a potential solution to one of the hurdles (blueprints being called in the wrong order, #701
  + Worked on the class, use-case and sequence diagrams for user stories.
* What is planned to be done until the next scrum meeting?
  + Implement this solution by creating a master actor that calls the other blueprints
* What are the hurdles?
  + None

## September 20, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 9:30 PM

End time: 10:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Found a thesis on various applications of AR and got some pointers that I like for choosing the interaction method.
  + Researched how to enable stereo rendering with Vuforia
* What is planned to be done until the next scrum meeting?
  + Get working the stereo rendering.
  + Test out Bluetooth connectivity with a controller I have using the phone.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued working on the GUI to test the MTGRLibrary
  + Learned higher level concepts in C++
  + Watched 2+ hrs of video lectures on the Qt Framework
* What is planned to be done until the next scrum meeting?
  + Research more on how to connect WM\_Touch to Qt GUI
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Writing test code using jsoncpp to iterate through the tags of the python json file
* What is planned to be done until the next scrum meeting?
  + Be able to get ID and deceleration types from the python parsed json file
* What are the hurdles?
  + Being new to the jsoncpp library

Kevin Delamo

* What was done since the last scrum meeting?
  + Planning for Menu System design complete
* What is planned to be done until the next scrum meeting?
  + Work on implementation of menu in Unity.
* What are the hurdles?
  + Limited window for computer access.

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #713 Research - Template Matching
  + Converted from Orion SDK to V2 SDK & 4.0 .Net Framework to solve recognition issue.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #713 Research - Template Matching
* What are the hurdles?
  + None

Nicolette Celli

* What was done since the last scrum meeting?
  + Planned to add menu to game.
* What is planned to be done until the next scrum meeting?
  + Work on implementation of menu.
  + Work on implementation of keyboard and mouse controls.
* What are the hurdles?
  + No hurdles today.

Lukas Borges

* What was done since the last scrum meeting?
  + Fixed blueprints being called out of order #701.
  + Completed the class diagram for #701 user story as well
  + Implemented better control over Unreal Engine Blueprints
* What is planned to be done until the next scrum meeting?
  + Merge the spawn module, have the rest of the diagrams completed
* What are the hurdles?
  + For a prototype, the code works okay; but there are a few exceptions in terms of portability. Will investigate it further as well.

## September 21, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 9:30 PM

End time: 10:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Create a set of targets to use for AR based on a deck of cards.
  + Buy an alternative bluetooth controller, current one didn’t work.
* What is planned to be done until the next scrum meeting?
  + Get working the stereo rendering.
  + Try a different bluetooth controller.
  + Combine the OR model the necessary Vuforia scripts and deploy to phone.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Read relevant chapters in the book “Introducing Windows 7 for Developers” to familiarize myself with the Windows multi-touch API
  + Started coding multi-touch functionality in Qt GUI
* What is planned to be done until the next scrum meeting?
  + Continue working on multi-touch functionality in Qt GUI
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Continued reading jsoncpp documentation and practice with local python server
* What is planned to be done until the next scrum meeting?
  + Fix a run time error with transferring program to other computers via github and usb
  + Perfect the jsonparser
* What are the hurdles?
  + Major bug with transferring program to other machines

Kevin Delamo

* What was done since the last scrum meeting?
  + Created a button in Unity and learned how to attach scripts to it to have it perform an action on click.
  + Set up tracking of remote devfall17 branch of CodeAdventures on the Alienware Laptop from which to continue development.
* What is planned to be done until the next scrum meeting?
  + Have button hide and reveal when physical button pressed, and have that action pause the game.
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #713 Research - Template Matching
  + Found a machine learning software called Weka that contains a collection of machine learning algorithms. I will be using this software to discover which MLA is best suited for vector based gesture recognition. Next step would be to modify the mini Leap program to output the vector data into a CSV so testing can begin.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #713 Research - Template Matching
  + Begin to modify mini Leap program to output vector data into CSV
* What are the hurdles?
  + Need to make a detour to research C# syntax for CSV output

Nicolette Celli

* What was done since the last scrum meeting?
  + Reviewed Unity Scripting API documentation.
  + Added a button which will pop up a menu.
* What is planned to be done until the next scrum meeting?
  + Create a menu GUI.
  + Map pop-up menu to one of the controller's buttons.
* What are the hurdles?
  + No hurdles today.

Lukas Borges

* What was done since the last scrum meeting?
  + Cleared some portability issues with the code base
  + Started polishing the spawner
* What is planned to be done until the next scrum meeting?
  + The spawner module should be implemented correctly
* What are the hurdles?
  + None at the moment

## September 22, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 9:30 PM

End time: 10:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Created a rough menu for the project.
  + Started committing to the repository.
  + Get better versed with working with UI elements.
  + Learned how to do stereoscopic rendering.
* What is planned to be done until the next scrum meeting?
  + Do the basics for the OR scene.
  + Test on mobile device.
  + Create my own assets to replace the default ones Unity provides for the main menu.
  + Connect OR Scene to Main Menu Scene.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued coding multi-touch functionality for Qt version of Scratchpad
* What is planned to be done until the next scrum meeting?
  + Finish up scratchpad multi-touch code
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Fixed the run time error found.
  + Cleaned the json parse code
* What is planned to be done until the next scrum meeting?
  + Be able to read the ID from the json and store that into the struct.
  + Create a geometry spawner using the array of structs
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on user story #713 Research - Template Matching
  + Began to modify mini Leap program to output vector data into CSV
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #713 Research - Template Matching
  + Finish modifying mini Leap program to output vector data to file
* What are the hurdles?
  + The conversion from Orion SDK to V2 SDK & 4.0 .Net Framework to solve recognition issue caused an error with the output.

Nicolette Celli

* What was done since the last scrum meeting?
  + Added the ability to control the camera with a mouse.
  + Started implementing mouse controls to pick up boxes.
* What is planned to be done until the next scrum meeting?
  + Finish adding mouse controls.
* What are the hurdles?
  + No hurdles today.

Lukas Borges

* What was done since the last scrum meeting?
  + Successfully implemented the geometry spawning module, which moves the project from a proof of concept to an early prototype!
  + Debugged parts of the code.
* What is planned to be done until the next scrum meeting?
  + Bring my spare GeForce GTX 770 so that my partner can get his desktop up to speed.
  + Work on the parsing feature, which will allow for higher complexity in the program.
* What are the hurdles?
  + None at the moment.

## September 25, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 10:30 PM

End time: 11:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Had a lengthy discussion with my project manager about various ways we could approach designing the human interface aspect of the project.
* What is planned to be done until the next scrum meeting?
  + Do the basics for the OR scene.
  + Test on mobile device.
  + Create my own assets to replace the default ones Unity provides for the main menu.
  + Connect OR Scene to Main Menu Scene.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Almost finished coding multi-touch functionality for Qt version of Scratchpad
* What is planned to be done until the next scrum meeting?
  + Fix bug on the CStrokeCollection class
* What are the hurdles?
  + Was presented with various bugs that still need fixing

Cristian Cabrera

* What was done since the last scrum meeting?
  + Got a new graphics card to be able to run Unreal Engine faster
  + Began writing a struct array to aid the spawning of objects
* What is planned to be done until the next scrum meeting?
  + Complete the struct array
  + Refine the parser
* What are the hurdles?
  + Lack of experience with C++ but I am learning at a good pace

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Wrap up final touches on user story #713 Research – Template Matching
  + Begin user story #710 Design – Gesture Process
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #713 Research - Template Matching
  + Finish modifying mini Leap program to output vector data to file
* What are the hurdles?
  + The conversion from Orion SDK to V2 SDK & 4.0 .Net Framework to solve recognition issue caused an error with the output. Was able to correct today and continue with progress however, a delay has occurred.

Nicolette Celli

* What was done since the last scrum meeting?
  + Continued working on implementing mouse controls.
  + Set up a testing environment separate from the existing level.
* What is planned to be done until the next scrum meeting?
  + Continue working on implementing mouse controls.
  + Begin adding an indicator when moving objects.
* What are the hurdles?
  + No hurdles today.

Lukas Borges

* What was done since the last scrum meeting?
  + Started figuring out the rest of the parsing module
  + Figuring out an in-game console widget
* What is planned to be done until the next scrum meeting?
  + Make progress on both ends, hopefully implement something
* What are the hurdles?
  + None at the moment.

## September 26, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 10:30 PM

End time: 11:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Spent some time learning how to do most of my necessary uses through C# scripting.
  + Spent time debugging the Camera object used by Vuforia to render in Cardboard correctly.
  + Created four targets, added them to Unity and created the scene for them. Added the OR model.
* What is planned to be done until the next scrum meeting?
  + Create the AND model
  + Add it to the Unity scene on its unique target.
  + Continue debugging the stereoscopic rendering issues.
* What are the hurdles?
  + The Vuforia api requires the use of its own camera object in order to render on the background of the screen the image of the camera. Although the documentation shows how to enable Cardboard mode, I am unable to properly render what I want. In development mode, I can manipulate one camera object but I noticed that if I preview it through the editor, at run time the single camera instance becomes two. I think through scripts I can access these cameras if not I’m stuck with rendering everything only through one eye in a stereo view.
  + Since I found the feature of having a AR experience via a headset and this does not become a viable option. I will explore and develop and android version as the Vuforia company provides native android/ios sample files for see-through headset experiences, but not any for Unity at the moment.

Francisco Lozada

* What was done since the last scrum meeting?
  + Read the published article: “CircGR: Interactive Multi-Touch Gesture Recognition using Circular Measurements” to understand algorithm approach for the CircGRLibrary code
* What is planned to be done until the next scrum meeting?
  + Start translating point class
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Installed graphics card
  + Began writing code for the strict array
* What is planned to be done until the next scrum meeting?
  + Finish the struct array
  + Finish the parsing to populate the array
* What are the hurdles?
  + Need a different power adapter to power my graphics card

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Wrapped up final touches on user story #713 Research – Template Matching
  + Began user story #710 Design – Gesture Process
* What is planned to be done until the next scrum meeting?
  + Continue progress with user story #710 Design – Gesture Process
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Added indicator to show when an object is being picked up.
  + Continued working on mouse controls.
* What is planned to be done until the next scrum meeting?
  + Continue working on implementing mouse controls.
* What are the hurdles?
  + No hurdles today.

Lukas Borges

* What was done since the last scrum meeting?
  + Still working on both widget and parser
* What is planned to be done until the next scrum meeting?
  + Hopefully implement and design the diagrams for it
* What are the hurdles?
  + None at the moment.

## September 27, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 10:30 PM

End time: 11:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Had to redo the OR scene because not all my gameobjects were rendering correctly.
  + Added a C# script to the ArCamera object to fix a bug on mobile, where the camera wouldn’t focus.
  + Learned what settings to modify the stereo rendering at run time, will use a script to change it at runtime as a last resort as it may produce unwanted results during deployment.
* What is planned to be done until the next scrum meeting?
  + Create the AND model
  + Add it to the Unity scene on its unique target.
  + Continue debugging the steoreoscopic rendendering issues.
* What are the hurdles?
  + Stereo rendering of a 2D Canvas object.
  + Not all game objects appear in the scene at run time.

Francisco Lozada

* What was done since the last scrum meeting?
  + Translated the Point and PointMap class to C++
* What is planned to be done until the next scrum meeting?
  + Translate the Gesture class to C++
* What are the hurdles?
  + Some sections of code in C# are not as syntactically friendly when directly translated to C++. They have to be rewritten with a different approach to implement C++ API best practices.

Cristian Cabrera

* What was done since the last scrum meeting?
  + Continued working on parsing to make it accessible for the geometry spawner
* What is planned to be done until the next scrum meeting?
  + Implement a clean struct array
* What are the hurdles?
  + A small bug that didn't let me parse the json file correctly

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued progress with user story #710 Design – Gesture Process
* What is planned to be done until the next scrum meeting?
  + Continue progress with user story #710 Design – Gesture Process
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Continued working on mouse controls.
  + Worked on modifying materials for indicator to match with existing materials.
* What is planned to be done until the next scrum meeting?
  + Continue working on mouse controls.
* What are the hurdles?
  + There are some features for the Vive controllers that may not translate well to mouse controls.

Lukas Borges

* What was done since the last scrum meeting?
  + Worked on the parser
  + Started figuring out the GUI widget
* What is planned to be done until the next scrum meeting?
  + Progress on both ends, maybe implement the GUI widget
* What are the hurdles?
  + Not knowing how to implement GUI widgets in UE4

## September 28, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 10:30 PM

End time: 11:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Almost finished the AND Logic Gate scene.
  + Added virtual buttons for displaying the the logic table reference.
  + Started working on documentation.
* What is planned to be done until the next scrum meeting?
  + Create the OR Model, had created AND gate and mistook for OR.
* What are the hurdles?
  + Stereo rendering is still not working for the gui items.
  + When launching to mobile device it will no longer deploy.

Francisco Lozada

* What was done since the last scrum meeting?
  + Translated the Gesture class to C++
* What is planned to be done until the next scrum meeting?
  + Correct errors in Qt Gui for testing
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Continued to implement a parser that goes deeply into the json file
  + Worked on the item spawner
* What is planned to be done until the next scrum meeting?
  + Finish the parser
  + Make the items be affected by physics
* What are the hurdles?
  + Need a new power source for my new GPU

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued progress with user story #710 Design – Gesture Process
* What is planned to be done until the next scrum meeting?
  + Try to finish progress with user story #710 Design – Gesture Process
* What are the hurdles?
  + Time management

Nicolette Celli

* What was done since the last scrum meeting?
  + Continued working on keyboard and mouse controls.
* What is planned to be done until the next scrum meeting?
  + Meet with partner to finalize changes and determine what features we want to work on next.
  + Continue working on keyboard and mouse controls.
* What are the hurdles?
  + Adding keyboard and mouse controls is taking more time than expected and is not essential to the completion of the game.

Lukas Borges

* What was done since the last scrum meeting?
  + Still working on both Widget and parser
* What is planned to be done until the next scrum meeting?
  + Attempt to finish implementation of GUI widgets
* What are the hurdles?
  + None at the moment.

## September 29, 2017 (Sprint 2)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges, Santiago Bolivar

Start time: 10:30 PM

End time: 11:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished the Logical AND Model in AR
* What is planned to be done until the next scrum meeting?
  + Sprint documentation.
  + Pick the next user stories.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Translated the Recognizer class to C++
* What is planned to be done until the next scrum meeting?
  + I will continue to translate the rest of the MTGRLibrary to C++
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Made the items affected by gravity and projectiles
  + Started to learn how to make new materials for the items
* What is planned to be done until the next scrum meeting?
  + Complete the parser
  + Make the items look good with labels
* What are the hurdles?
  + Still need a new CPS

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued progress with user story #710 Design – Gesture Process
  + Met with Product Owner/VR team to perform sprint 2 retrospective meeting
* What is planned to be done until the next scrum meeting?
  + Finish up sprint 2 documentation
  + Plan for sprint 3
  + Meet with Product Owner/VR team to discuss goals for sprint 3
* What are the hurdles?
  + Time management

Nicolette Celli

* What was done since the last scrum meeting?
  + Began creating main menus and pause menus.
  + Worked on documentation.
* What is planned to be done until the next scrum meeting?
  + Complete documentation for sprint 2.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 2, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 10:38 PM

End time: 11:00 PM

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished documentation for Sprint 2.
  + Refactored some of the code used for Sprint 2 stories as they will play a role in the stories for Sprint 3.
* What is planned to be done until the next scrum meeting?
  + Start on sprint 3 user stories.
  + Work on research.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Translate Recognizer class to C++
* What is planned to be done until the next scrum meeting?
  + Translate DirectionalEvents class to C++
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Worked on designing a material and way of putting a label on the objects.
* What is planned to be done until the next scrum meeting?
  + Finish the complete parser.
* What are the hurdles?
  + Still need a new computer power supply.

Kevin Delamo

* What was done since the last scrum meeting?
  + Worked on User story documentation for Sprint 2
* What is planned to be done until the next scrum meeting?
  + Begin conceptualizing sprint 3 user stories.
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Finished up sprint 2 documentation
  + Planned for sprint 3
* What is planned to be done until the next scrum meeting?
  + Begin working on user story #725 Improve - Output of JSON file
* What are the hurdles?
  + None

Nicolette Celli

* What was done since the last scrum meeting?
  + Completed documentation for sprint 2.
  + Created user stories for sprint 3.
* What is planned to be done until the next scrum meeting?
  + Begin working on user stories.
  + Begin working on research paper.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Debugged / Cleaned most of the code
  + Still developing the parser user story
* What is planned to be done until the next scrum meeting?
  + Keep developing the parser user story, attempting different strategies to solve it
* What are the hurdles?
  + The Json file is convoluted, parsing will take time.

## October 3, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 9:30

End time: 10:00

Hamilton Chevez

* What was done since the last scrum meeting?
  + Spent time on research.
  + Watched some tutorials on how to use box colliders for the project.
* What is planned to be done until the next scrum meeting?
  + Create the NOT and XOR models.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Translated DirectionalEvents class to C++
* What is planned to be done until the next scrum meeting?
  + Translate CircGesture class to C++
* What are the hurdles?
  + Some portions of code in C# are not a straight translation to C++
  + There were a couple of nested structs and classes within a particular class so they needed to be separated with their own header and cpp file for best practice

Cristian Cabrera

* What was done since the last scrum meeting?
  + Began researching and figuring out a way to get the python server to run form UE
* What is planned to be done until the next scrum meeting?
  + Complete the python server integration
  + Work on the parser
* What are the hurdles?
  + None atm

Kevin Delamo

* What was done since the last scrum meeting?
  + Spoke to partner about features to implement.
  + Decided to modify game level to make more physical sense to player.
    - Decision to use lighning door.
    - Make goal more clear.
* What is planned to be done until the next scrum meeting?
  + Work on lightning door with partner.
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Met with product owner to discuss project
  + Began working on user story #725 Improve – Output of JSON file
* What is planned to be done until the next scrum meeting?
  + Continue working on user story #725 Improve – Output of JSON file
* What are the hurdles?
  + None

Nicolette Celli

* What was done since the last scrum meeting?
  + Spoke to partner about other features to implement and how we can make the game easier to understand.
  + Reviewed Steam VR documentation.
* What is planned to be done until the next scrum meeting?
  + Begin working on research paper.
  + Begin working on user stories for sprint 3.
* What are the hurdles?
  + None.

Lukas Borges

* What was done since the last scrum meeting?
  + Still working on the parser user story
* What is planned to be done until the next scrum meeting?
  + Make progress in the development of the parser
* What are the hurdles?
  + None at the moment

## October 4, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 9:00

End time: 9:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Created the XOR model.
  + Worked on research.
* What is planned to be done until the next scrum meeting?
  + Create NOT model.
  + Work on research.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Started translating CircGesture class to C++
* What is planned to be done until the next scrum meeting?
  + Continue translating CircGesture class
* What are the hurdles?
  + More planning will be required to restructure this particular class since translation to C++ is not as straightforward due to particular access specifiers and inheritance

Cristian Cabrera

* What was done since the last scrum meeting?
  + Worked on the way to integrate the python server with Unreal Engine
  + Worked on struct array for the parser
* What is planned to be done until the next scrum meeting?
  + Finish the python integration into Unreal Engine
* What are the hurdles?
  + Type casting is difficult
  + I figured out a way to do it but it does it hard coded and is not portable

Kevin Delamo

* What was done since the last scrum meeting?
  + Helped make lightning door not passable for player.
* What is planned to be done until the next scrum meeting?
  + Work on robot text box.
* What are the hurdles?
  + none

Filip Klepsa

* What was done since the last scrum meeting?
  + Made significant changes to data output. User can now specify the length and breadth of the window where capture takes place.
  + Gesture list now populates correctly.
  + Continue working on user story #725 Improve – Output of JSON file
* What is planned to be done until the next scrum meeting?
  + Continue working on user story #725 Improve – Output of JSON file
* What are the hurdles?
  + None

Nicolette Celli

* What was done since the last scrum meeting?
  + Added a laser door.
  + Altered the material and size of the key so it is more noticeable.
* What is planned to be done until the next scrum meeting?
  + Create dialog for the robot.
* What are the hurdles?
  + We need to decide between text dialog or voice acted dialog.

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 5, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 9:00

End time: 9:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Research
* What is planned to be done until the next scrum meeting?
  + Create NOT Model.
  + Start implementation of XOR image target.
* What are the hurdles?
  + Had some unexpected errands to run yesterday that took up the majority of my day.

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued translating CircGesture class
* What is planned to be done until the next scrum meeting?
  + Finish translating CircGesture class
* What are the hurdles?
  + There were various bugs I was presented with because some portions of code are not as straightforward to translate

Cristian Cabrera

* What was done since the last scrum meeting?
  + Completely finished the python call integration to unreal engine 4
* What is planned to be done until the next scrum meeting?
  + Finish the complete parser
  + I will receive a power supply from Lukas
* What are the hurdles?
  + Unreal Engine and its strange variables and casting

Kevin Delamo

* What was done since the last scrum meeting?
  + Add text box to robot.
  + Edited level layout to make objective simpler to reach.
    - Robot now stands in front of door.
* What is planned to be done until the next scrum meeting?
  + Make text box rotate to face player.
  + Scroll through messages at a reasonable speed with proper delaying for reading.
* What are the hurdles?
  + none.

Filip Klepsa

* What was done since the last scrum meeting?
  + Met with product owner.
  + Continued working on user story #725 Improve – Output of JSON file
* What is planned to be done until the next scrum meeting?
  + Continue working on user story #725 Improve – Output of JSON file
* What are the hurdles?
  + None

Nicolette Celli

* What was done since the last scrum meeting?
  + Added text boxes for robot’s dialog.
* What is planned to be done until the next scrum meeting?
  + Figure out how to integrate text boxes into VR.
  + Work on research paper.
* What are the hurdles?
  + Text boxes in VR may be disorienting, so we need to come up with a comfortable way for the player to view text.

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

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## October 6, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 10:00

End time: 10:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Created the NOT model.
  + Started working on the image target.
  + Did some refactoring of existing code.
* What is planned to be done until the next scrum meeting?
  + Work on image target for NOT model.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Got together with product owner and discussed API design and provided me with good feedback in terms of reading material to reference in order to approach c# to c++ translation better
* What is planned to be done until the next scrum meeting?
  + Read material provided by product owner
* What are the hurdles?
  + C# does not translate to C++ 1:1; therefore also there are certain constructs that are implemented using different data structures so the behavior is different

Cristian Cabrera

* What was done since the last scrum meeting?
  + Worked on making the parser save the data in the struct
* What is planned to be done until the next scrum meeting?
  + Create blueprint variables to be accessed by the material of each object
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
  + Text box rotates to face player/camera.
  + Text box scrolls at correct speeds.
  + Robot does not go through prison walls anymore.
  + Robot can still pass through lightning door.
* What is planned to be done until the next scrum meeting?
  + Navmesh Research.
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued working on user story #725 Improve – Output of JSON file
* What is planned to be done until the next scrum meeting?
  + Finish working on user story #725 Improve – Output of JSON file
* What are the hurdles?
  + None

Nicolette Celli

* What was done since the last scrum meeting?
  + Text boxes now rotate to always face the camera.
  + Keyboard controls are now completely functional.
  + Robot no longer goes through rigid bodies.
  + Met with product owner to discuss research topic.
* What is planned to be done until the next scrum meeting?
  + Test new features in VR and make adjustments better suited to VR.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 9, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 10:30

End time: 11:00

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished the XOR Image target implementation.
  + Figured out how to reset my phone to factory settings in hope of getting the vuforia mobile api to work.
* What is planned to be done until the next scrum meeting?
  + Work on NOT image target implementation.
  + Reset my phone.
  + Verify if resetting my phone was the fix to the vuforia api only showing a blank screen on my device.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Read several chapters of the books “Accelerated C++: Practical Programming by Example” and “C++ Primer”.
  + Began to apply best practice approach and restructured translations already made to improve time complexity.
* What is planned to be done until the next scrum meeting?
  + Continue translating other classes
  + Finish reading other relevant chapters on the two books provided by product owner
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Created variables to be populated by the parser
  + Researched proper struct variable manipulation on unreal engine
* What is planned to be done until the next scrum meeting?
  + Have parser plug in id into the struct variable
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
  + Research on unity nav mesh runtime modifications.
  + Research on swapping object shaders to highlight object borders when pointed at with Vive.
* What is planned to be done until the next scrum meeting?
  + Continued nav mesh research
  + Prevent user from teleporting out of jail cell when using Vive Teleportation.
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Finished working on user story #725 Improve - Output of JSON file
* What is planned to be done until the next scrum meeting?
  + Begin working on user story #726 Build - Database of ASL alphabet
* What are the hurdles?
  + None

Nicolette Celli

* What was done since the last scrum meeting?
  + Researched Unity navmesh.
  + Altered some meshes in Blender.
* What is planned to be done until the next scrum meeting?
  + Prevent player from leaving jail cell.
  + Create a pause menu for VR.
* What are the hurdles?
  + Problems manipulating the navmesh in Unity.

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 10, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 9:00

End time: 9:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Reset my phone to factory settings, spent a few hours trying to get it out of a bootloop.
  + Worked on research.
* What is planned to be done until the next scrum meeting?
  + Work on research.
  + Finish XOR Target.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Started research for research paper
  + Continued translating and fixing bugs in the CircGesture class
* What is planned to be done until the next scrum meeting?
  + Continue working on CircGesture class
* What are the hurdles?
  + Lack of experience working with C# is slowing me down at translating certain things to C++

Cristian Cabrera

* What was done since the last scrum meeting?
  + Researched proper struct variable manipulation on unreal engine
  + Cleaning json for easier parsing
* What is planned to be done until the next scrum meeting?
  + Have an easy parsing for Unreal
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
  + Create button for victory instead of key.
    - Clearer goal for user when playing game.
* What is planned to be done until the next scrum meeting?
  + Work on Vive teleportation Research and Nav Mesh modifiers
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Began working on user story #726 Build – Database of ASL alphabet
* What is planned to be done until the next scrum meeting?
  + Continue working on user story #726 Build - Database of ASL alphabet
  + Try to see if I can fix export bug or at least isolate the cause.
* What are the hurdles?
  + Discovered an intermittent bug when exporting a large number of captured frames at the same time. Files would not close, instead it would continue to dump all individual frames into a single file instead of saving them to their own file.

Nicolette Celli

* What was done since the last scrum meeting?
  + Worked on altering Navmesh in order to make a certain area inaccessible.
  + Worked on research.
* What is planned to be done until the next scrum meeting?
  + Test the game using the Vive.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 11, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 9:00

End time: 9:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished the XOR target implementation.
  + Research.
* What is planned to be done until the next scrum meeting?
  + Research.
  + Refactoring of code.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Finished translating CircGesture class to C++
* What is planned to be done until the next scrum meeting?
  + Fix errors that are still present in CircGesture class
* What are the hurdles?
  + Might need to restructure certain classes because C++ enumerations are not easily iterable to obtain all values from it

Cristian Cabrera

* What was done since the last scrum meeting?
  + Researched a better way to parse the json
* What is planned to be done until the next scrum meeting?
  + Figure out whether or not c++ was the best was to parse the json file
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
  + More research and experiments with navmesh
* What is planned to be done until the next scrum meeting?
  + Continued research on navmesh
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued working on user story #726 Build – Database of ASL alphabet
* What is planned to be done until the next scrum meeting?
  + Continue working on user story #726 Build – Database of ASL alphabet
* What are the hurdles?
  + Still having issues with Auto Capture

Nicolette Celli

* What was done since the last scrum meeting?
  + Worked on research.
  + Continued working on making certain areas inaccessible.
* What is planned to be done until the next scrum meeting?
  + Research navmesh.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Started writing the parser from scratch using python
* What is planned to be done until the next scrum meeting?
  + Make progress on the new implementation
* What are the hurdles?
  + None at the moment.

## October 12, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 9:00

End time: 9:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Research.
  + Refactored the code base.
* What is planned to be done until the next scrum meeting?
  + Work on documentation for user stories.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Fixed major scope issues found in DirectionalEvents class which were causing some of the issues in CircGesture class
* What is planned to be done until the next scrum meeting?
  + Finish fixing all CircGesture class bugs
  + Begin translating CircGR class to c++
* What are the hurdles?
  + Still having some issues with CircGesture class due to hard to find bugs within the code

Cristian Cabrera

* What was done since the last scrum meeting?
  + Pivoted to python json parser. Began writing the new easy parsers
* What is planned to be done until the next scrum meeting?
  + Work on the parser to get it working completely
* What are the hurdles?
  + C++ was difficult to work with the parsing. Python is easier for the json parsing and makes it readable.

Kevin Delamo

* What was done since the last scrum meeting?
  + More Navmesh Research.
* What is planned to be done until the next scrum meeting?
  + Sprint Meetings.
  + Navmesh Research
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued working on user story #726 Build – Database of ASL alphabet
* What is planned to be done until the next scrum meeting?
  + Continue working on user story #726 Build – Database of ASL alphabet
* What are the hurdles?
  + Still having issues with Auto Capture however, I did come up with a hotfix. I separated the thread and run the program directly from the binary .exe instead of the source. This has allowed me to make much more progress with recording the gestures. Recorded A-I today. Will finish recording remaining letters that do not have occlusion issue tomorrow.

Nicolette Celli

* What was done since the last scrum meeting?
  + Continued working on research paper.
  + Continued working with navmesh to make areas inaccessible with Vive.
* What is planned to be done until the next scrum meeting?
  + Continue working with navmesh.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Started writing the parser in C++ (better for unreal engine)
* What is planned to be done until the next scrum meeting?
  + Implement at least part of the functionality
* What are the hurdles?
  + None at the moment.

## October 13, 2017 (Sprint 3)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 9:00

End time: 9:30

Hamilton Chevez

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Francisco Lozada

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Cristian Cabrera

* What was done since the last scrum meeting?
  + Worked on the python parser
  + Tested new parser with simpler json files
* What is planned to be done until the next scrum meeting?
  + Use python to create an easy json file
* What are the hurdles?
  + None.

Kevin Delamo

* What was done since the last scrum meeting?
  + Sprint 3 retrospective and Review
  + Sprint 4 Planning.
  + Unity nav mesh and Vive Teleportation Research.
* What is planned to be done until the next scrum meeting?
  + Work on Sprint 3 UML material
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Finished working on user story #726 Build – Database of ASL alphabet
  + Met with product owner and team for sprint retrospective & planning
* What is planned to be done until the next scrum meeting?
  + Work on completing documentation for this sprint user stories
* What are the hurdles?
  + No new issues, still need to correct auto capture bug at a later date as workaround seems to be fine.

Nicolette Celli

* What was done since the last scrum meeting?
  + Continued research.
  + Met with team to discuss sprint 4 planning and sprint 3 retrospective.
  + Created new user stories for sprint 4.
* What is planned to be done until the next scrum meeting?
  + Work on new user stories.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 16, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Worked on documentation.
  + Made some rough ideas for how to implement the next two stories.
* What is planned to be done until the next scrum meeting?
  + Work on creating models for the Binary Conversion activity and the queue.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued to debug final class in MTGRLibrary
  + Began to restructure code as per product owner’s request
* What is planned to be done until the next scrum meeting?
  + Continue to restructure CircGR API
* What are the hurdles?
  + Having approached the translation process a certain way I fell behind schedule and I am pressed for time

Cristian Cabrera

* What was done since the last scrum meeting?
  + Worked on the parser adding store parsing functionality
* What is planned to be done until the next scrum meeting?
  + Finish the store parsing
  + Finish on the load parsing
* What are the hurdles?
  + I had a runtime exception that stumped me for a while

Kevin Delamo

* What was done since the last scrum meeting?
  + Completed sprint 3 deliverables.
* What is planned to be done until the next scrum meeting?
  + Work on lighting and atmosphere for game.
* What are the hurdles?
  + None.

Filip Klepsa

* What was done since the last scrum meeting?
  + Worked on completing documentation for this sprint user stories
* What is planned to be done until the next scrum meeting?
  + Begin user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Completed documentation for sprint 3.
* What is planned to be done until the next scrum meeting?
  + Begin working on user stories for sprint 4.
  + Research.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Created base class and derived classes for each .json object that has to be parsed.
  + Created a balance check for brackets ( [ ] ) in order to find attributes from json objects.
  + Successfully parsed the FunctionDef object from the json file.
* What is planned to be done until the next scrum meeting?
  + Completely parse more objects
* What are the hurdles?
  + None at the moment

## October 17, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Worked on Blender models.
  + Had to reinstall Unity because it would no longer launch.
* What is planned to be done until the next scrum meeting?
  + Get started on the Binary Conversion Activity.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued restructuring CircGR API
* What is planned to be done until the next scrum meeting?
  + Keep on working on the API structure
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Went back to working on the c++ parser
  + Parse through "calls"
  + Bug Fix
* What is planned to be done until the next scrum meeting?
  + Work on the parser to get it working completely
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
  + Lighting for level changed to make details more visible.
* What is planned to be done until the next scrum meeting?
  + Change wall colors.
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Began work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Worked on research.
  + Researched navmeshes and attempted to make areas inaccessible.
* What is planned to be done until the next scrum meeting?
  + Continue working on inaccessible areas.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Implemented parsing functions for num and int occurrences in json file
  + Fixed bug in Unreal engine blueprints
* What is planned to be done until the next scrum meeting?
  + Implement more functions to the C++ parser
  + Eventually implement a recursive step.
* What are the hurdles?
  + None at the moment.

## October 18, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Set up goals for the binary conversion activity.
  + Explored different ways of displaying the values for the activity dynamically.
* What is planned to be done until the next scrum meeting?
  + Start the Binary Conversion activity.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Worked on Research paper
* What is planned to be done until the next scrum meeting?
  + Continued restructuring CircGR API
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Finished parsing on store
  + Worked on load parsing
* What is planned to be done until the next scrum meeting?
  + Finish the load parsing
* What are the hurdles?
  + Load in python can often be in tuples or expressions, causing load to be more complicated that store.

Kevin Delamo

* What was done since the last scrum meeting?
  + Changed wall colors and bed colors to provide variety in the game’s color palette to make the game more visually appealing.
* What is planned to be done until the next scrum meeting?
  + Fix grabbing colors
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Worked on in-game menu.
  + Continued researching navmesh.
* What is planned to be done until the next scrum meeting?
  + Continue working on in-game menu.
  + Research paper.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Implemented parser for expression node
  + Started mapping all singletons
  + Creating algorithm to parse non terminating nodes
* What is planned to be done until the next scrum meeting?
  + Have more singletons implemented
  + Sophisticate non terminating nodes algorithms, attempt partial implementation
  + Start preparing Unreal Engine port of this parser.
* What are the hurdles?
  + None

## October 19, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Made two scenes for the binary conversion activity.
* What is planned to be done until the next scrum meeting?
  + Make finishing touches on binary conversion activity.
  + Deploy on mobile and hope for the best.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Kept working on removing enum from class
  + Worked on unstructured API to get a version working before concentrating again on restructuring
* What is planned to be done until the next scrum meeting?
  + Finish debugging unstructured version of API
* What are the hurdles?
  + Time constraint

Cristian Cabrera

* What was done since the last scrum meeting?
  + Worked on int parsing
  + Started calling some parsing recursively for Num
* What is planned to be done until the next scrum meeting?
  + Expand num to work with doubles
  + Expand num to work with floats
* What are the hurdles?
  + Our python code we are working on does not have either float nor doubles.

Kevin Delamo

* What was done since the last scrum meeting?
  + Colors when grabbing object now change the color of the object, but underlying label is still visible.
* What is planned to be done until the next scrum meeting?
  + Work on fixing auto text feature to make font more visible.
* What are the hurdles?
  + none.

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Worked on in-game menu.
  + Worked on research paper.
* What is planned to be done until the next scrum meeting?
  + Continue working on in-game menu.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Implemented more methods for the parsing system (parsing AST expressions).
* What is planned to be done until the next scrum meeting?
  + Implement remainder of methods to have at least a prototype working
* What are the hurdles?
  + None at the moment, just have to keep working on it

## October 20, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Upgraded to latest Vuforia api version along with Unity.
* What is planned to be done until the next scrum meeting?
  + Downgrade back to previous version.
* What are the hurdles?
  + I was unable to reproduce to creation of virtual buttons. I believe there is a bug with the latest version of Vuforia with it not correctly updating the planes to be used as virtual buttons.

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued research paper
* What is planned to be done until the next scrum meeting?
  + Will continue to work on CircGR API
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Finished NameConstant in the parser
  + Worked on Name to fix load in the parser
* What is planned to be done until the next scrum meeting?
  + FInish Name in the parsee
  + FInish Load in the parser
* What are the hurdles?
  + Nothing

Kevin Delamo

* What was done since the last scrum meeting?
  + Made font in auto text box more visible. Now works more smoothly.
* What is planned to be done until the next scrum meeting?
  + N/A
* What are the hurdles?
  + None.

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What is planned to be done until the next scrum meeting?
  + Finish work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Continued working on ingame menu.
  + Created a main menu.
* What is planned to be done until the next scrum meeting?
  + Continue working on menus.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Implemented a parser function for arguments of functions from AST trees.
* What is planned to be done until the next scrum meeting?
  + Have more functions implemented, have enough functions for a prototype as quickly as possible.
* What are the hurdles?
  + None at the moment.

## October 23, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished the Binary Conversion Activity menu for selecting difficulty.
  + Downgraded to Unity 5 because Unity 2017 and Vuforia weren’t working well together.
* What is planned to be done until the next scrum meeting?
  + Work on the conversion activity scene.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Debugged some classes in CircGR classes
  + Continue research paper
* What is planned to be done until the next scrum meeting?
  + Continue debugging CircGR classes
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Finished NameParser in the json parser
  + Almost finished tuple in the parser
* What is planned to be done until the next scrum meeting?
  + Completely fix Load
  + Merge my branch to the master in git
* What are the hurdles?
  + Git can often be annoying to use. WIth conflicts and handling merge requests.

Kevin Delamo

* What was done since the last scrum meeting?
  + N/A
* What is planned to be done until the next scrum meeting?
  + Work on Second Level
    - Create left module
    - Change room layout.
    - Create dialog for robot for second level using existing auto text script
* What are the hurdles?
  + None.

Filip Klepsa

* What was done since the last scrum meeting?
  + Finished work on user story #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database
* What is planned to be done until the next scrum meeting?
  + Begin work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Added transition into next level from the main menu.
  + Worked on fading in-game menu when the player camera moves rapidly.
* What is planned to be done until the next scrum meeting?
  + Continue working on menu.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + .
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 24, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Created the scene of the binary activity to have four input buttons, a panel to display all possible answer choices and another panel to display the binary value that needs to be converted to decimal.
  + Started working on the game logic, have each button done.
* What is planned to be done until the next scrum meeting?
  + Work on the master controller for the activity’s logic.
  + Learn how to open/read/write files in Unity.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Put research aside and started fixing internal code errors
* What is planned to be done until the next scrum meeting?
  + Finish translating all classes
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Continued working with the parser to be able to read the json file
  + Add more methods to break down each part of the json
* What is planned to be done until the next scrum meeting?
  + Finish working on the parser to fully read the json
* What are the hurdles?
  + The library we are using is hard to work with and hard to learn

Kevin Delamo

* What was done since the last scrum meeting?
  + Identified button placement and puzzle for second level.
  + Designed level to accommodate these changes.
* What is planned to be done until the next scrum meeting?
  + Work on robot dialog for level.
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Began to work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Worked on making button fade with the menu.
  + Began creating an image to display controls.
* What is planned to be done until the next scrum meeting?
  + Continue working on menu.
  + Continue working on controls.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 25, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Worked on reading from a text file in Unity.
  + Continued implementing the game logic.
* What is planned to be done until the next scrum meeting?
  + Finish binary activity scene.
  + Time permitting, polish the models.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Finished translating all classes
* What is planned to be done until the next scrum meeting?
  + Fix all errors in translation
* What are the hurdles?
  + Some errors are present that need fixing

Cristian Cabrera

* What was done since the last scrum meeting?
  + Using a new C++ library that not only is easier, but more attuned to our needs, the parser is almost complete.
  + The new library made us start over again but the progress is exponentially faster than before.
* What is planned to be done until the next scrum meeting?
  + Complete the new parser
* What are the hurdles?
  + The program is not in Unreal C++, but in regular C++

Kevin Delamo

* What was done since the last scrum meeting?
  + Worked on robot dialog. Now completed.
* What is planned to be done until the next scrum meeting?
  + N/A
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Met with product owner and discussed desired changes.
* What is planned to be done until the next scrum meeting?
  + Continue working on menu.
  + Fix ambient lighting.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + .
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 26, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Worked on reading from a text file in Unity.
  + Continued implementing the game logic.
* What is planned to be done until the next scrum meeting?
  + Finish binary activity scene.
  + Time permitting, polish the models.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Started working on GUI for testing API
* What is planned to be done until the next scrum meeting?
  + Try to finish GUI for testing API
* What are the hurdles?
  + Limited knowledge about Qt framework

Cristian Cabrera

* What was done since the last scrum meeting?
  + The C++ program is able to break down large amounts of the json to parse them into data that we can easily read and pass to unreal
* What is planned to be done until the next scrum meeting?
  + Work on the lower part of the parser since it can get functionDef,Assing, and Expr, but doesnt fully read numbers and other variable types.
* What are the hurdles?
  + None atm

Kevin Delamo

* What was done since the last scrum meeting?
  + N/A
* What is planned to be done until the next scrum meeting?
  + Sprint Review meeting and retrospective. Sprint 4 Planning.
* What are the hurdles?
  + None.

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Continued working on in-game menu fading in and out.
  + Made the scene brighter and added light to make objectives more noticeable.
* What is planned to be done until the next scrum meeting?
  + Meet with team members for sprint review, planning, and retrospective meetings.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + .
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 27, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Worked on reading from a text file in Unity.
  + Continued implementing the game logic.
* What is planned to be done until the next scrum meeting?
  + Finish binary activity scene.
  + Time permitting, polish the models.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Started working on GUI for testing API
* What is planned to be done until the next scrum meeting?
  + Try to finish GUI for testing API
* What are the hurdles?
  + Limited knowledge about Qt framework

Cristian Cabrera

* What was done since the last scrum meeting?
  + Continue to work on the code. Modularizing and expanding it.
* What is planned to be done until the next scrum meeting?
  + Clean up the code and work on more variable types
* What are the hurdles?
  + It is not in Unreal C++

Kevin Delamo

* What was done since the last scrum meeting?
  + Worked on meeting minutes
* What is planned to be done until the next scrum meeting?
  + Sprint 4 documentation and deliverables.
* What are the hurdles?
  + none.

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
  + Met with team & product owner for retrospective meeting.
* What is planned to be done until the next scrum meeting?
  + Finish to work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
  + Complete sprint 4 documentation
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Found more references for research paper.
  + Met with team members and product owner.
* What is planned to be done until the next scrum meeting?
  + Complete sprint 4 documentation.
  + Create new user stories for sprint 5.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + .
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## October 30, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished sprint 4 documentation.
  + Refactored some of the classes.
* What is planned to be done until the next scrum meeting?
  + Start working on Sprint 5 user stories.
  + Going to check out Vuforia examples for creating menus.
* What are the hurdles?
  + None so far.

Francisco Lozada

* What was done since the last scrum meeting?
  + Fixed error for running GUI in Windows 10
* What is planned to be done until the next scrum meeting?
  + Continue working on GUI
* What are the hurdles?
  + Time constraint to build GUI from scratch

Cristian Cabrera

* What was done since the last scrum meeting?
  + Begin transferring some code into unreal
* What is planned to be done until the next scrum meeting?
  + Expand on variable types and clean the code
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
  + Sprint 4 Deliverables were completed and turned in.
* What is planned to be done until the next scrum meeting?
  + Verify Vive functionality.
* What are the hurdles?
  + none.

Filip Klepsa

* What was done since the last scrum meeting?
  + Finished work on user story #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data.
  + Completed sprint 4 documentation
* What is planned to be done until the next scrum meeting?
  + Begin work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Completed sprint 4 documentation.
* What is planned to be done until the next scrum meeting?
  + Begin working on new user stories.
  + Meet with partner.
  + Test game with HTC Vive.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Fixed bug on the master branch
  + Created new user stories
  + Started using a new json parsing library for C++
* What is planned to be done until the next scrum meeting?
  + Implement a minimal feature parser in C++ using the library
* What are the hurdles?
  + None at the moment.

## October 31, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Spent some time reverse engineering the examples from vuforia on how to build the menu on mobile.
* What is planned to be done until the next scrum meeting?
  + Start implementing the menu and deploy it to mobile.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Started working with WM\_Touch messages for obtaining touch raw data from input
* What is planned to be done until the next scrum meeting?
  + Continue working on obtaining touch input for CircGR testing
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Testing to transfer code to unreal
  + Variable expansion
* What is planned to be done until the next scrum meeting?
  + Send the parser information array into the object spawner
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
  + Tested Vive functionality.
  + Applied mouse grab logic to vive grab, allowing blocks to be highlighted when grabbed using vive.
  + Made prison walls incapable of being teleported through.
* What is planned to be done until the next scrum meeting?
  + Work on transition animations to make the feature more apparent.
* What are the hurdles?
  + None.

Filip Klepsa

* What was done since the last scrum meeting?
  + Began work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Added VR functionality for indicator.
  + Began adding mesh collider to prevent robot from going through walls.
* What is planned to be done until the next scrum meeting?
  + Continue working on colliders.
  + Add right and left module functionality.
  + Continue working on research.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Most of my user stories are complete
  + Minimal parsing features work and are stable
  + Parses arbitrary json trees in C++
  + Interprets abstract syntax tree data correctly
* What is planned to be done until the next scrum meeting?
  + Port code to Unreal
* What are the hurdles?
  + None

## November 1, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Purchased another webcam.
  + Started working on the menu for mobile.
* What is planned to be done until the next scrum meeting?
  + Finish working the menu for mobile.
* What are the hurdles?
  + I lost my logitech webcam, though I can use my laptop webcam its not very user friendly experience.

Francisco Lozada

* What was done since the last scrum meeting?
  + Read chapters from Windows 7 API for developers to understand more about how to work with Windows touch API
* What is planned to be done until the next scrum meeting?
  + Create touch-capable window handle for GUI
* What are the hurdles?
  + Sample multi-touch scratchpad provided by windows to understand API is not enough and will require deeper understanding.
  + Continuing from the provided scratchpad in visual studio in c++ prevents me from having a designer to simplify creating menus and other GUI additions

Cristian Cabrera

* What was done since the last scrum meeting?
  + Continuation of working on the C++ code so that it may work on any python json file
* What is planned to be done until the next scrum meeting?
  + Expand on object spawner
* What are the hurdles?
  + Finding a way to display dynamic text per object that is spawned

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Continued working on colliders.
* What is planned to be done until the next scrum meeting?
  + Continue working on colliders and wall meshes.
  + Add left/right module functionality.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
  + Code works in unreal!
  + json data is correctly deserialized, we have data
* What is planned to be done until the next scrum meeting?
  + Use this data to draw pertinent geometries for the users
  + Start working on the VR version of the program
* What are the hurdles?
  + None at the moment

## 

## November 2, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Continued working on the menu scene.
* What is planned to be done until the next scrum meeting?
  + Finish the menu scene.
  + Refactor the code base.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued to work with Windows Touch API to obtain raw touch point data from GUI window
* What is planned to be done until the next scrum meeting?
  + Continue working on GUI
* What are the hurdles?
  + Time constraint prevents me from dwelling deep into learning GUI creation with c++.
  + Whether future roadblocks will be presented when creating GUI with visual studio windows forms instead of QT is uncertain

Cristian Cabrera

* What was done since the last scrum meeting?
  + Worked on color pallets for object types
  + Using text to display on the objects spawned
* What is planned to be done until the next scrum meeting?
  + Making the text dynamic
* What are the hurdles?
  + Being able to change the text on spawn

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Added a Quit option to the VR menu.
  + Continued working on colliders.
* What is planned to be done until the next scrum meeting?
  + Add left/right module functionality.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## 

## 

## November 3, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Continued working on the menu scene.
  + Refactored some of the code.
* What is planned to be done until the next scrum meeting?
  + Work on some of the research.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued working on GUI
* What is planned to be done until the next scrum meeting?
  + Continue working on GUI
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Tried to fix an error with the blueprints crashing when transferring
* What is planned to be done until the next scrum meeting?
  + Fix the error
  + Parse strings
* What are the hurdles?
  + Im not sure what the error is

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Made robot not kinematic to improve collisions.
  + Worked on new left and right modules.
* What is planned to be done until the next scrum meeting?
  + Continue improving modules.
  + Research
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 6, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished working on the AR activity selection menu.
* What is planned to be done until the next scrum meeting?
  + Start working on adding the Binary to Hex conversion option to the Binary Conversion activity.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued working on GUI
* What is planned to be done until the next scrum meeting?
  + Continue working on GUI
* What are the hurdles?
  + Time constraint

Cristian Cabrera

* What was done since the last scrum meeting?
  + Continued to fix the blueprint error.
  + After research I realized it was because of the engine.
* What is planned to be done until the next scrum meeting?
  + Take screenshots of blueprints to prevent this error from happening
  + Parse strings
* What are the hurdles?
  + The blueprints continue to break and we only have a bandaid fix for the issue.

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Worked on research paper.
  + Ensured that the player cannot teleport through the door or walls while using VR.
* What is planned to be done until the next scrum meeting?
  + Add VR functionality to main menu.
  + Create message after the player completes the level.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 7, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Created the data set of for the answers in hexadecimal value.
  + Created a button with functionality to switch the answer type from Binary to Hex and vice versa.
* What is planned to be done until the next scrum meeting?
  + Connect the new answer data pool to the main activity and iterate through each question.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Starting writing class to serialize inputted gesture
* What is planned to be done until the next scrum meeting?
  + Continue working on serializing gesture class
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Expand parser to work for strings
* What is planned to be done until the next scrum meeting?
  + Continue to expand parser
* What are the hurdles?
  + Familiarizing myself with the old parse code

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Worked on research paper.
* What is planned to be done until the next scrum meeting?
  + Make main menu more VR friendly.
  + Disable lightning when the level is completed.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 8, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Connected the data set to the main activity.
  + Refactored some of the code base.
* What is planned to be done until the next scrum meeting?
  + Ready the current iteration of the project for the sprint review.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Fixed major issues within the Point, PointMap, and Geometry classes
* What is planned to be done until the next scrum meeting?
  + keep fixing any issues present within code
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Started implementing tuple parsing in the parser
* What is planned to be done until the next scrum meeting?
  + Finish implementing tuples
  + Continue expanding the parser
* What are the hurdles?
  + Nothing at the moment.

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Continue to work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Lightning door gets disabled when the button is pressed.
  + Began creating models for exit door.
* What is planned to be done until the next scrum meeting?
  + Complete models for door.
  + Make going through the exit door load the next level.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 9, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Prepared the demo to show the progress to the product owner.
* What is planned to be done until the next scrum meeting?
  + Work on documentation for user stories.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
  + Fixed issues within the Gesture, Recognizer, and CircGesture classes
  + Nested the CircGesture and DirectionalEvents classes to overcome class forwarding issues
* What is planned to be done until the next scrum meeting?
  + Continue to fix any issues present within api code
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Figuring out a new way to modularize and improve the parser
* What is planned to be done until the next scrum meeting?
  + Implement methods that can clean the parser so that it can be improved easier
* What are the hurdles?
  + Since the code is messy it makes it difficult to improve all at once.

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued work on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What is planned to be done until the next scrum meeting?
  + Finish working on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Created models for exit door in blender.
  + Created animation for button.
* What is planned to be done until the next scrum meeting?
  + Make going through the exit door load the next level.
  + Add button animation to the game.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 10, 2017 (Sprint 5)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished working on the documentation.
  + Worked on research paper.
* What is planned to be done until the next scrum meeting?
  + Work on research paper.
  + Polish current models in Blender.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Fixed major issues within CircClassifier and CircGR classes
* What is planned to be done until the next scrum meeting?
  + Start working on gesture serialization
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Figured out the way to make the parser clean to improve upon better
* What is planned to be done until the next scrum meeting?
  + Implement the modules and begin the parser improval.
* What are the hurdles?
  + The parser is difficult to read and clean.

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Finished working on user story #741 Continue To Implement – A Machine Learning Algorithm from Resulting Data.
  + Met with team for sprint 5 retrospective and sprint 6 planning.
* What is planned to be done until the next scrum meeting?
  + Work on feature documents.
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
  + Button animation plays when an object triggers it (when it is pressed).
  + Touching the exit door will load the next level in the sequence.
* What is planned to be done until the next scrum meeting?
  + Work on sprint 5 documentation.
* What are the hurdles?
  + None

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

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## November 13, 2017 (Sprint 6) **Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Started working on #676 Decoder in Augmented Reality user story.
* What is planned to be done until the next scrum meeting?
  + Create the models in Blender for showing the decoder.
* What are the hurdles?
  + None

Francisco Lozada

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Cristian Cabrera

* What was done since the last scrum meeting?
  + Modularized about half of the parser. Making it clean and easier to expand
* What is planned to be done until the next scrum meeting?
  + Finish cleaning the original parser.
* What are the hurdles?
  + Messy code when you write it, means more trouble debugging.

Kevin Delamo

* What was done since the last scrum meeting?
  + Work on documentation for Sprint 5.
* What is planned to be done until the next scrum meeting?
  + Get Main Menu to be VR compatible
* What are the hurdles?
  + None

Filip Klepsa

* What was done since the last scrum meeting?
  + Worked on feature documents.
* What is planned to be done until the next scrum meeting?
  + Begin work on User Story #756 Finish Implementing - A Machine Learning Algorithm.
* What are the hurdles?
  + None at the moment.

Nicolette Celli

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 14, 2017 (Sprint 6)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Continue working on the decoder model.
  + Worked on research paper.
* What is planned to be done until the next scrum meeting?
  + Work on research paper.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued working on xml parser to work with the gesture data
* What is planned to be done until the next scrum meeting?
  + Fix error within CircGesture class
  + Continue working on xml parser
* What are the hurdles?
  + Lack of knowledge of xml parsers

Cristian Cabrera

* What was done since the last scrum meeting?
  + Completed modularizing the code. Easy to expand to any other python code.
* What is planned to be done until the next scrum meeting?
  + Work on the UI and main menu as a change of pace.
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Began work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What is planned to be done until the next scrum meeting?
  + Continue to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 15, 2017 (Sprint 6)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Finished working on the Decoder model.
  + Started working on the unity scene.
* What is planned to be done until the next scrum meeting?
  + Continue working on the unity scene for the decoder.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Fixed error within CircGesture class
* What is planned to be done until the next scrum meeting?
  + Continue working on XML parser
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Worked on the main menu for the game.
* What is planned to be done until the next scrum meeting?
  + Finish the menu to have a demoable version.
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What is planned to be done until the next scrum meeting?
  + Continue to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 16, 2017 (Sprint 6)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
  + Continue working on decoder scene in Unity.
  + Started planning out my poster.
* What is planned to be done until the next scrum meeting?
  + Work on poster for demo.
  + Map virtual buttons to the decoder in Unity.
* What are the hurdles?
  + None.

Francisco Lozada

* What was done since the last scrum meeting?
  + Worked on XML parser
* What is planned to be done until the next scrum meeting?
  + Start creating poster for showcase
* What are the hurdles?
  + Now

Cristian Cabrera

* What was done since the last scrum meeting?
  + Completed a function game menu for the game.
  + Began working on the file selection screen.
* What is planned to be done until the next scrum meeting?
  + Finish file selection screen.
  + Work on the parser more.
* What are the hurdles?
  + None.

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What is planned to be done until the next scrum meeting?
  + Continue to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 17, 2017 (Sprint 6)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Francisco Lozada

* What was done since the last scrum meeting?
  + Started working on poster for showcase
* What is planned to be done until the next scrum meeting?
  + Start creating demo for showcase
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Complete menu with file selection.
  + Worked on expanding the parser for tuples.
* What is planned to be done until the next scrum meeting?
  + Tweak menu so that it automatically plays when you select a file.
  + Finish tuple implementation.
* What are the hurdles?
  + None.

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What is planned to be done until the next scrum meeting?
  + Continue to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 20, 2017 (Sprint 6)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Francisco Lozada

* What was done since the last scrum meeting?
  + Continued working on poster for showcase
  + Started creating demo for showcase
* What is planned to be done until the next scrum meeting?
  + Try to complete poster
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What is planned to be done until the next scrum meeting?
  + Continue to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 21, 2017 (Sprint 6)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Francisco Lozada

* What was done since the last scrum meeting?
  + Began using parser to API
  + Continued poster
* What is planned to be done until the next scrum meeting?
  + Finish poster for showcase
  + Finish demo for showcase
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Continued to work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What is planned to be done until the next scrum meeting?
  + Finish work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

## November 22, 2017 (Sprint 6)

**Daily Scrum Meeting Minutes**

Attendees: Hamilton Chevez, Francisco Lozada, Filip Klepsa, Kevin Delamo, Nicolette Celli, Cristian Cabrera, Lukas Borges

Start time: 11:00

End time: 11:30

Hamilton Chevez

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Francisco Lozada

* What was done since the last scrum meeting?
  + Finished gesture parser
  + Starting fixing bugs within the gesture classifier
* What is planned to be done until the next scrum meeting?
  + Continue debugging classifier
  + Finish poster
* What are the hurdles?
  + None

Cristian Cabrera

* What was done since the last scrum meeting?
  + Completely transfered game into VR with functioning HTC vive
* What is planned to be done until the next scrum meeting?
  + Tweak parser more so that anyone can bring their own python code.
  + Finish poster.
* What are the hurdles?
  + None

Kevin Delamo

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Filip Klepsa

* What was done since the last scrum meeting?
  + Finished work on User Story #756 Finish Implementing – A Machine Learning Algorithm
* What is planned to be done until the next scrum meeting?
  + Work on documentation, poster, and research paper
* What are the hurdles?
  + None at the moment

Nicolette Celli

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

Lukas Borges

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?