Project Title:

**Muti Modal Interactive Paint**

Student Members:

**Garrett Lemieux**

**Andrew Mitchell**

Product Owners:

**Francisco Ortega**

Mentors:

**Francisco Ortega**

Instructor:

**Masoud Sadjadi**

Date: 1/19/2016

Attendees:Andrew, Garrett

Start time: 2:30 PM

End time: 2:40 PM

Garrett:

* What was done since the last scrum meeting?

1. N/A
2. N/A
3. N/A

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

1. Continue reviewing C++ Material provided by Mentor
2. Meet with Mentor for C++ workshop
3. Develop more users stores for sprint 1 and meet with Andrew

* What are the hurdles?

1. Need necessary hardware for application.
2. Need to establish the development environment.

Andrew:

* What was done since the last scrum meeting?

1. N/A
2. N/A
3. N/A

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

1. Meet with Mentor to learn C++
2. Develop more user stories for our product backlog
3. Meet with Garrett about setting up moodle etc.

* What are the hurdles?

1. Unsure if we are using Qt or Magnum, etc. before we can develop further user stories or feasibility analysis for user stories.
2. Do not have hardware to work with quite yet.
3. Waiting for C++ Meeting this afternoon before reviewing books.

Date: 1/20/2016

Attendees:Garrett, Andrew

Start time:10:12

End time: 10:20

Garrett:

* What was done since the last scrum meeting?

1. Continued learning C++
2. Met with Product Owner to receive and learn the basics of the technologies

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

1. Continue reading C++ Primer.
2. Start Reading Standard Library using C++
3. Make Mingle User Stories

* What are the hurdles?

1. No hurdles

Andrew:

* What was done since the last scrum meeting?

1. Met with product owner to receive and learn basic technologies
2. Continued learn C++

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

1. Place all user stories on mingle
2. Download SDKs
3. Reading C++ Primer

* What are the hurdles?

1. No hurdles

Date: 1/21/2016

Attendees: Garrett, Andrew

Start time: 10:10

End time: 10:15

Garrett :

* What was done since the last scrum meeting?
  + Read C++ Primer,
  + Started reading Standard Library for C++
  + Created Mingle cards
* What is planned to be done until the next scrum meeting?
  + Continue reading both books
  + Start going over visualizer from previous release
* What are the hurdles?
  + No hurdles

Andrew :

* What was done since the last scrum meeting?
  + Read most C++ book
  + Worked with the Tobii eyex device
* What is planned to be done until the next scrum meeting?
  + Plans to finish reading C++ primer
  + Attempt to install Tobii eyex on different computer
* What are the hurdles?
  + Tobii eyex drivers didn’t install proper

Date: 1/24/2016

Attendees: Andrew, Garrett

Start time: 4:15

End time: 4:25

Garrett :

* What was done since the last scrum meeting?
  + Finished C++ Primer started Standard library.
  + Decided to play with kinect instead of doing visualizer.
* What is planned to be done until the next scrum meeting?
  + Finishing the kinect user story
* What are the hurdles?
  + No Hurdles.

Andrew :

* What was done since the last scrum meeting?
  + Almost finished C++ primer
  + Installed tobii eyex … and tested device
* What is planned to be done until the next scrum meeting?
  + Finish last chapter C++ primer
  + Remainder read C++ std library
* What are the hurdles?
  + N/a

Date: 1/25/2016

Attendees:Garrett, Andrew

Start time:10:10

End time: 10:15

Garrett :

* What was done since the last scrum meeting?
  + Finished standard Library.
  + Worked on Kinect for Windows
* What is planned to be done until the next scrum meeting?
  + Finished Kinect
  + Start Leap Motion
* What are the hurdles?
  + N/A

Andrew :

* What was done since the last scrum meeting?
  + Finished C++ primer
  + Started STL for C++
* What is planned to be done until the next scrum meeting?
  + Finish STL
  + Download SDK Touch Screen / set up with TAMGeF
  + Look at videos for the Kinect
* What are the hurdles?
  + N/A

Date: 1/26/2016

Attendees:Garrett, Andrew

Start time:10:15

End time: 10:22

Garrett :

* What was done since the last scrum meeting?
  + Worked with kinect and leap in TAMGeF
* What is planned to be done until the next scrum meeting?
  + Continue working with devices and TAMGeF
  + Work on and understand Magnum
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished reading STL library book
  + Played with touch screen , using microsoft projects
  + Looked up kinect capabilities
* What is planned to be done until the next scrum meeting?
  + TAMGeF working
  + Start looking at Magnum
* What are the hurdles?
  + Couldn’t get touch screen to work with TAMGeF

Date: 1/27/2016

Attendees:Garrett, Andrew

Start time:12:00

End time: 12:10

Garrett :

* What was done since the last scrum meeting?
  + Worked on Installing Magnum
  + Worked with Leapmotion and Kinect
* What is planned to be done until the next scrum meeting?
  + Finish installing magnum (meet with Allen)
  + Meet with Previous users of the TAMGeF project
  + Learn Magnum functionality for object rotation.
* What are the hurdles?
  + Magnum has proven very hard to install and get to work properly

Andrew :

* What was done since the last scrum meeting?
  + Got TAMGeF working and read how it gets input
  + Attempted to install Magnum with Garrett.
* What is planned to be done until the next scrum meeting?
  + Meet with Allen on how to use Magnum
  + Meet Daniel for more information on how to read sensor data from Kinect and Leapmotion
* What are the hurdles?
  + Could not properly install magnum using Cmake / Visual studios.

Date: 1/28/2016

Attendees:Garrett, Andrew

Start time:10:12

End time: 10:17

Garrett :

* What was done since the last scrum meeting?
  + Got Magnum installed and running.
  + Met with TAMGeF project members. Discussed devices.
  + Started working on Object Rotation in Magnum.
* What is planned to be done until the next scrum meeting?
  + Continue working on Object Rotation in Magnum.
* What are the hurdles?
  + Magnum.

Andrew :

* What was done since the last scrum meeting?
  + Met with TAMGeF team and learned about how input is handle and information collected
  + Met with Alain, magnum expert , help install magnum
* What is planned to be done until the next scrum meeting?
  + Working on magnum and get color changes and basic drawing
* What are the hurdles?
  + N/A

Date: 1/31/2016

Attendees:Garrett, Andrew

Start time:10:11

End time: 10:18

Garrett :

* What was done since the last scrum meeting?
  + Abandoned Magnum.
  + Worked with libcinder.
* What is planned to be done until the next scrum meeting?
  + Work with Libcinder
  + Update next sprints user stories.
  + Sprint Meetings.
* What are the hurdles?
  + Couldn’t get Magnum working efficiently so we switched to libCinder.

Andrew :

* What was done since the last scrum meeting?
  + Working on users stories in magnum but decided to abandoned after speaking with product owner.
  + Working on libcinder.
  + Learning about C++ file structures and learn how to compile and work visual studio.
* What is planned to be done until the next scrum meeting?
  + Plan on doing all sprint meeting.
  + Updating all the user stories.
  + Working with libcinder.
* What are the hurdles?
  + N/A

Date: 2/1/2016

Attendees:Garrett, Andrew

Start time:11:00

End time: 11:10

Garrett :

* What was done since the last scrum meeting?
  + Implemented line size user story
  + Implemented Eraser Mode
  + Did End of Sprint Meetings.
* What is planned to be done until the next scrum meeting?
  + Complete Feature documents
  + Start working on leap motion gestures.
  + Meet with Masoud
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Implemented color change user story
  + implemented random color mode
  + Finished final sprint meetings
* What is planned to be done until the next scrum meeting?
  + Working on feature docs
  + Meet with Masoud for sprint demo
  + Implement change background colors and create circle background shape
* What are the hurdles?
  + N/A

Date: 02/02/2016

Attendees:Garrett Lemieux, Andrew Mitchell

Start time: 10:10

End time: 10:20

Garrett :

* What was done since the last scrum meeting?
  + Fixed feature docs
  + Met with Sadjadi for demo showcase
  + Began #546, Worked on Leap Motion SDK.
* What is planned to be done until the next scrum meeting?
  + Continue leap SDK
  + Begin implementing gestures.
* What are the hurdles?
  + N/a.

Andrew :

* What was done since the last scrum meeting?
  + Had a demo showcase with professor
  + Began working on User Story #549
  + Also worked on documentation including features docs
* What is planned to be done until the next scrum meeting?
  + Finish change background color User story #549
  + Work on User story #552 - Create circle shape
* What are the hurdles?
  + N/A

Date: 2/3/2016

Attendees:Garrett, Andrew

Start time:12:22

End time: 12:27

Garrett :

* What was done since the last scrum meeting?
  + Finish reviewing leapmotion SDK
  + Began implementing gesture recognition
* What is planned to be done until the next scrum meeting?
  + Attend C++ Workshop
  + Continue implementing gesture recognition.
* What are the hurdles?
  + Nah.

Andrew :

* What was done since the last scrum meeting?
  + Implemented Circle
  + Problems with current architecture … must clear up in next sprint
  + Finished Change background color functionality
  + Worked on line smoothing (research)
* What is planned to be done until the next scrum meeting?
  + Attending C++ workshop hosted by Jason
  + Implement a Rectangle shape
* What are the hurdles?
  + Waiting on another C++ workshop in order to use templates

Date: 2/4/2016

Attendees: Garrett, Andrew

Start time:10:10

End time: 10:17

Garrett :

* What was done since the last scrum meeting?
  + C++ Workshop
  + Continued working on gesture recognition with leapmotion.
* What is planned to be done until the next scrum meeting?
  + Continue working on gesture recognition.
  + Attend C++ workshop
* What are the hurdles?
  + Linking errors in C++.

Andrew :

* What was done since the last scrum meeting?
  + Attended C++ workshop
  + Attempted to implement rectangle shape
* What is planned to be done until the next scrum meeting?
  + Attend a second C++ workshop
  + Finish implementing rectangle shape
* What are the hurdles?
  + Harder to implement rectangle than expected… behind on implementation

Date: 2/7/2016

Attendees: Garrett and Andrew

Start time:10:10

End time: 10:20

Garrett :

* What was done since the last scrum meeting?
  + Attended C++ workshop
  + Finished implementing gesture recognition.
* What is planned to be done until the next scrum meeting?
  + Drawing a line using the leap motion
* What are the hurdles?
  + N/A

Andrew :

* What was done since the last scrum meeting?
  + Finished implemented triangle and rectangle shapes
  + Attended C++ workshop
* What is planned to be done until the next scrum meeting?
  + Working Tobii eyeX
* What are the hurdles?
  + Waiting on Libcinder workshop for other user story

Date: 2/8/2016

Attendees:Garrett and Andrew

Start time:11:50

End time: 11:56

Garrett :

* What was done since the last scrum meeting?
  + Started implementing draw line with leap motion
* What is planned to be done until the next scrum meeting?
  + Continue draw lines with leap motion
* What are the hurdles?
  + Understanding leap motion virtual ‘screen touch’ harder to implement than I thought.

Andrew :

* What was done since the last scrum meeting?
  + Working on Tobii EyeX
* What is planned to be done until the next scrum meeting?
  + Implement mode changing using Tobii EyeX
* What are the hurdles?
  + Tobii EyeX was harder to set up than anticipated

Date: 2/9/2016

Attendees:Garrett, Andrew

Start time:10:10

End time: 10:18

Garrett :

* What was done since the last scrum meeting?
  + Able to draw lines with leapmotion.
* What is planned to be done until the next scrum meeting?
  + Trying to integrate leapmotion drawing into touchpoints drawing.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Able to have a circle follow eyes using Tobii EyeX
* What is planned to be done until the next scrum meeting?
  + Implement mode switching with Tobii EyeX
  + Download Gimp and learn about layering
* What are the hurdles?
  + N/A

Date: 2/10/2016

Attendees: Garrett and Andrew

Start time: 11:50 am

End time: 12:00 pm

Garrett :

* What was done since the last scrum meeting?
  + Worked on drawing Leap Motion lines.
* What is planned to be done until the next scrum meeting?
  + Fix line draw ‘gap’. (Smooth Lines).
  + Save Image
  + libcinder workshop
* What are the hurdles?
  + I got gaps in my lines.

Andrew :

* What was done since the last scrum meeting?
  + Implemented mode switching with space and eye location
  + Downloaded Gimp and looked at functionality and basic design for layers
* What is planned to be done until the next scrum meeting?
  + Plan on attending libcinder workshop
  + Working with frame buffers and implementing them
* What are the hurdles?
  + N/a

Date: 2/11/2016

Attendees: Garrett and Andrew

Start time:10:06

End time: 10:12

Garrett :

* What was done since the last scrum meeting?
  + Finished drawing line with leap motion.
  + Attended Libcinder Workshop
* What is planned to be done until the next scrum meeting?
  + Implement save function for image
* What are the hurdles?
  + Framebuffer not yet implemented.

Andrew :

* What was done since the last scrum meeting?
  + Attended libcinder workshop
  + Did research for FrameBuffer
* What is planned to be done until the next scrum meeting?
  + Make line smooth
  + Work on FrameBuffers and try to implement multiple layers using framebuffers
  + Research line Algorithm
* What are the hurdles?
  + N/a

Date: 2/14/2016

Attendees:Garrett, Andrew

Start time:11:35

End time: 11:45

Garrett :

* What was done since the last scrum meeting?
  + Implemented save function
  + Met with alain to talk about framebuffers and talked about line algorithm
* What is planned to be done until the next scrum meeting?
  + Implement multiple types of files to be saved
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Met with alain about libcinder and graphic software design
  + worked on framebuffers (research)
  + researched line algorithm.
* What is planned to be done until the next scrum meeting?
  + Finish line smoothing
  + Finish Framebuffer implementation for layering.
* What are the hurdles?
  + Performance issues with line smoothing.

Date: 2/15/2016

Attendees:Garrett, Andrew

Start time:11:15

End time: 11:20

Garrett :

* What was done since the last scrum meeting?
  + Finished save function
  + Had EOS meetings
* What is planned to be done until the next scrum meeting?
  + Implement additional functionality for leap drawing
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished line smoothing
  + Finished Frame buffer implementation of layers
  + End of Sprint Meeting completed
* What is planned to be done until the next scrum meeting?
  + Work on performance improvement user story
  + Meet with Sadjadi
* What are the hurdles?
  + N/a

Date: 2/16/2016

Attendees:Garrett, Andrew

Start time:10:05

End time: 10:10

Garrett :

* What was done since the last scrum meeting?
  + Met with Sadjadi for previous sprint demo
  + Met with Product owner for feedback design.
  + Began additional functionality for leapdrawing.
* What is planned to be done until the next scrum meeting?
  + Continue working on additional leapdrawing functionality
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Met with Masoud Sadjadi for sprint demo
  + Met with Product owner for Feedback design meeting
  + Began working on performance issue improvment user story
* What is planned to be done until the next scrum meeting?
  + Continue working on performance issue improvement user story
* What are the hurdles?
  + N/a

Date: 2/17/2016

Attendees:Garrett, Andrew

Start time:10:05

End time: 10:10

Garrett :

* What was done since the last scrum meeting?
  + Worked on leapmotion functionality.
  + Integrating code.
* What is planned to be done until the next scrum meeting?
  + Finish integrating code.
  + testing leap motion functionality.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Worked on performance issues.
* What is planned to be done until the next scrum meeting?
  + Planning on integrating code
  + Finishing performance issues
* What are the hurdles?
  + N/a

Date: 2/18/2016

Attendees: Andrew and Garrett

Start time:10:05

End time: 10:08

Garrett :

* What was done since the last scrum meeting?
  + Finished integrating code
  + Finished adding additional leapmotion functionality
* What is planned to be done until the next scrum meeting?
  + Work on feedback design for leap motion.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished integrating code
  + Fixed majority of performance issues
* What is planned to be done until the next scrum meeting?
  + Working on feedback design for touch
* What are the hurdles?
  + N/a

Date: 2/21/2016

Attendees:Garrett, Andrew

Start time:4:10

End time: 4:17

Garrett :

* What was done since the last scrum meeting?
  + Finished feedback design for leapmotion
* What is planned to be done until the next scrum meeting?
  + Worked on loading images for save image feedback.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished the feedback design for the touch.
* What is planned to be done until the next scrum meeting?
  + Work on “mode” box feedback.
* What are the hurdles?
  + n/A

Date: 2/22/2016

Attendees:Garrett, Andrew

Start time:2:10

End time: 2:15

Garrett :

* What was done since the last scrum meeting?
  + Worked on loading images.
* What is planned to be done until the next scrum meeting?
  + Implement some kind of feedback for gestures.
  + Finished implementing loading images.
* What are the hurdles?
  + Having trouble clearing framebuffer.

Andrew :

* What was done since the last scrum meeting?
  + Working on “mode” box feedback
* What is planned to be done until the next scrum meeting?
  + Plan on finishing “mode” box feedback
* What are the hurdles?
  + Trouble clearing frame buffers

Date: 2/23/2016

Attendees:Garrett, Andrew

Start time:10:05

End time: 10:11

Garrett :

* What was done since the last scrum meeting?
  + Finished implementing loading images.
  + Fixed framebuffer problem.
  + Started working on gesture feedback.
* What is planned to be done until the next scrum meeting?
  + Finish gesture feedback using swipe.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished mode box implementation.
  + Figured out how to Clear frame buffers.
* What is planned to be done until the next scrum meeting?
  + Developing a simple button.
  + Look into device status code
* What are the hurdles?
  + N/a

Date: 2/24/2016

Attendees:Garrett, Andrew

Start time:10:10

End time: 10:15

Garrett :

* What was done since the last scrum meeting?
  + Finished implementing save image with leap gestures.
  + Implemented saving Fbo, still need to test.
  + Met with Jonathan.
* What is planned to be done until the next scrum meeting?
  + Finish testing save Fbo.
  + Get button working with leap.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Developed a simple button.
  + Met with Jonathan.
* What is planned to be done until the next scrum meeting?
  + Work on a button bug.
  + Look into device status.
* What are the hurdles?
  + Unintended shape drawing when using button.

Date: 2/25/2016

Attendees:Garrett, Andrew

Start time:10:10

End time:

Garrett :

* What was done since the last scrum meeting?
  + Implemented change color with leap motion gesture.
  + Fixed feedback picture bug.
* What is planned to be done until the next scrum meeting?
  + Fix bug with change color leapmotion gesture
  + Implement change shape with leapmotion gesture.
* What are the hurdles?
  + On swipe, Skips color.

Andrew :

* What was done since the last scrum meeting?
  + Fixed button bugs.
  + Look into device statuses.
* What is planned to be done until the next scrum meeting?
  + Continue looking into device statuses.
  + Implementing shapes button.
* What are the hurdles?
  + Device statuses are hard to get.

Date: 2/26/2016

Attendees:Garrett, Andrew

Start time:4:30

End time: 4:40

Garrett :

* What was done since the last scrum meeting?
  + Fixed color change bug
  + Implemented change shape gesture.
* What is planned to be done until the next scrum meeting?
  + Eos Meetings.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Got device status working
  + Implemented shape buttons
* What is planned to be done until the next scrum meeting?
  + Clean up buttons
  + Implement line size button
  + Implement filled shapes button
  + End of sprint meetings
* What are the hurdles?
  + N/a

Date: 2/29/2016

Attendees: Garrett and Andrew

Start time: 12:15

End time: 12:22

Garrett :

* What was done since the last scrum meeting?
  + Met with Ortega for end of sprint meetings.
* What is planned to be done until the next scrum meeting?
  + Doing the github readme.
  + Plan to create a video to help explain the gestures, etc.
  + Meet with Jonathan.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Cleaned up the buttons
  + Did end of sprint meetings
* What is planned to be done until the next scrum meeting?
  + Github readme
  + Meeting with Jonathan
  + Meeting with Professor Sadjadi
* What are the hurdles?
  + N/a

Date: 3/1/2016

Attendees: Garrett and Andrew

Start time: 10:10

End time: 10:18

Garrett :

* What was done since the last scrum meeting?
  + Met with Jonathan
  + Met with Professor Sadjadi
  + Wrote readme for leapmotion gestures (On Github).
  + Created Video for Leapmotion Gestures
* What is planned to be done until the next scrum meeting?
  + Work on device connection status user story
  + Meet with Jason at 4 PM
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Met with Sadjadi.
  + Met with Jonathan.
  + Wrote up a multitouch readme and push to github.
* What is planned to be done until the next scrum meeting?
  + Implementing alpha coloring into all shapes.
  + If have time start with double tap multi touch
* What are the hurdles?
  + N/a

Date: 3/2/2016

Attendees: Garrett and Andrew

Start time: 3:00

End time: 3:10

Garrett :

* What was done since the last scrum meeting?
  + Met with Jason about usbLib
  + Started usbLib implementation (Device connection status)
* What is planned to be done until the next scrum meeting?
  + Attend Libcinder workshop with Alan
  + Continue implementation for device connection status
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished implementing alpha coloring
* What is planned to be done until the next scrum meeting?
  + Meeting with alan for libcinder meeting
  + Plan on working on symmetry user story
* What are the hurdles?
  + N/a

Date: 3/3/2016

Attendees: Garrett and Andrew

Start time: 10:05

End time: 10:14

Garrett :

* What was done since the last scrum meeting?
  + Worked on libUSB implementation
  + attended libcinder workshop
* What is planned to be done until the next scrum meeting?
  + Find a different way to implement libUSB
  + Disable gestures while drawing if time permits
* What are the hurdles?
  + Libusb has an ‘incompatibility’ issue currently.

Andrew :

* What was done since the last scrum meeting?
  + Meeting with alan for libcinder
  + Finished all documentation for symmetry line
* What is planned to be done until the next scrum meeting?
  + Implement symmetry line functionality
  + Start code refactor if have extra time.
* What are the hurdles?
  + Harder to make dynamic symmetry lines

Date: 3/4/2016

Attendees: Garrett, Andrew

Start time: 4:11

End time: 4:

Garrett :

* What was done since the last scrum meeting?
  + Stop gesture recognition while drawing with leap motion.
  + Contacted product owner about compatability issue
* What is planned to be done until the next scrum meeting?
  + Work on Icon user story.
* What are the hurdles?
  + Compatability issues with libUSB

Andrew :

* What was done since the last scrum meeting?
  + Finished symmetry line functionality
* What is planned to be done until the next scrum meeting?
  + Finish refactoring code for touches and drawing shapes.
  + Begin working on double tap if have time.
* What are the hurdles?
  + N/a

Date: 3/7/2016

Attendees: Andrew, Garrett

Start time: 10:10

End time:

Garrett :

* What was done since the last scrum meeting?
  + Finished icon user story.
* What is planned to be done until the next scrum meeting?
  + Work on realsense camera development.
* What are the hurdles?
  + Compatability issue still.

Andrew :

* What was done since the last scrum meeting?
  + Finished refactoring code for touches and drawing shapes.
  + Started working on double tap
* What is planned to be done until the next scrum meeting?
  + Finish double tap feature
* What are the hurdles?
  + N/a

Date: 3/8/2016

Attendees: Garrett, Andrew

Start time: 10:02

End time: 10:07

Garrett :

* What was done since the last scrum meeting?
  + Worked on Realsense camera. Looked at Examples and SDK.
* What is planned to be done until the next scrum meeting?
  + Continuing real sense camera work.
  + Once I finish start leap menus (if time permits).
  + Email Ortega about winUSB
* What are the hurdles?
  + Compatability for Device Drivers.

Andrew :

* What was done since the last scrum meeting?
  + Finished Double tap feature.
* What is planned to be done until the next scrum meeting?
  + Plan on starting visualization of the layers menu.
* What are the hurdles?
  + N/a

Date: 3/9/2016

Attendees: Garrett, Andrew

Start time: 10:20

End time: 10:25

Garrett :

* What was done since the last scrum meeting?
  + Finished working with realsense camera
  + Started working on radial menu.
* What is planned to be done until the next scrum meeting?
  + Continuing radial menu work.
* What are the hurdles?
  + LibUSB .

Andrew :

* What was done since the last scrum meeting?
  + Working designing and implementing layer visualization.
* What is planned to be done until the next scrum meeting?
  + Complete user story.
* What are the hurdles?
  + N/a

Date: 3/10/2016

Attendees: Garrett, Andrew

Start time: 10: 05

End time: 10:12

Garrett :

* What was done since the last scrum meeting?
  + Finished radial button implementation.
* What is planned to be done until the next scrum meeting?
  + Meet with Andrew and work on mode design.
* What are the hurdles?
  + Compatibility issues (LibUSB)

Andrew :

* What was done since the last scrum meeting?
  + Worked on layer visualization.
* What is planned to be done until the next scrum meeting?
  + Finish up layer visualization
  + Meeting with Garret work on Mode Design
* What are the hurdles?
  + N/a

Date: 3/13/2016

Attendees: Garrett, Andrew

Start time: 9:20

End time: 9:25

Garrett :

* What was done since the last scrum meeting?
  + Developed mode design mockup
* What is planned to be done until the next scrum meeting?
  + EoS Meetings
* What are the hurdles?
  + LibUSB

Andrew :

* What was done since the last scrum meeting?
  + Worked on mode design
* What is planned to be done until the next scrum meeting?
  + Finish up mode design
  + End of sprint meetings.
* What are the hurdles?
  + N/a

Date: 3/21/2016

Attendees: Garrett, Andrew

Start time: 10:05

End time: 10:11

Garrett :

* What was done since the last scrum meeting?
  + Eos meetings.
* What is planned to be done until the next scrum meeting?
  + Proximity menus for leap motion
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished mode design work and Eos meeting
* What is planned to be done until the next scrum meeting?
  + Implementing shape drawing with leap motion.
* What are the hurdles?
  + N/a

Date: 3/22/2016

Attendees: Garrett, Andrew

Start time: 10:10

End time: 10:14

Garrett :

* What was done since the last scrum meeting?
  + Worked on proximity menu
* What is planned to be done until the next scrum meeting?
  + Finishing up proximity menu today.
* What are the hurdles?
  + Bug in proximity menu.

Andrew :

* What was done since the last scrum meeting?
  + Almost finished implementing leap shapes.
* What is planned to be done until the next scrum meeting?
  + Finish leap shape implementation.
  + Write functions to save images and preserve alpha.
* What are the hurdles?
  + N/a

Date: 3/23/2016

Attendees: Garrett, Andrew

Start time:10:10

End time:

Garrett :

* What was done since the last scrum meeting?
  + Finished proximity menu.
* What is planned to be done until the next scrum meeting?
  + Integrate the Orion version of leapmotion.
* What are the hurdles?
  + Nah bra

Andrew :

* What was done since the last scrum meeting?
  + Finished Leap shape implementation.
  + Began save image with preserve alpha.
* What is planned to be done until the next scrum meeting?
  + Finish implementing image handler class.
* What are the hurdles?
  + N/a

Date: 3/24/2016

Attendees: Garrett, Andrew

Start time:10:10

End time:

Garrett :

* What was done since the last scrum meeting?
  + Worked on Orion Integration.
* What is planned to be done until the next scrum meeting?
  + Finish integration with Orion
  + Start Undo button
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished images with alpha preservation.
* What is planned to be done until the next scrum meeting?
  + Implement additionally multi touch gestures
* What are the hurdles?
  + N/a

Date: 3/25/2016

Attendees: Garrett, Andrew

Start time: 3:19

End time:

Garrett :

* What was done since the last scrum meeting?
  + Finished looking at orion features.
  + Strat undo ‘TimeMachine’
* What is planned to be done until the next scrum meeting?
  + Continue working on the undo ‘TimeMachine’
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Started working on multi touch gestures.
* What is planned to be done until the next scrum meeting?
  + Finishing multi touch gestures and start working implementing transparent eraser.
* What are the hurdles?
  + N/a

Date: 3/28/2016

Attendees: Garrett, Andrew

Start time: 10:10

End time: 10:15

Garrett :

* What was done since the last scrum meeting?
  + Worked on ‘Time Machine’ function
* What is planned to be done until the next scrum meeting?
  + Finish time machine
  + Start implementing real sense functionality.
* What are the hurdles?
  + Not drawing FBO Correctly.

Andrew :

* What was done since the last scrum meeting?
  + Finished multi touch gestures and finished implementing transparent eraser.
* What is planned to be done until the next scrum meeting?
  + Begin working on implementing transparent layers.
* What are the hurdles?
  + N/a

Date: 3/29/2016

Attendees: Garrett, Andrew

Start time: 10:10

End time:

Garrett :

* What was done since the last scrum meeting?
  + Finished undo button
* What is planned to be done until the next scrum meeting?
  + Plan to start real sense implementation
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Began implementing transparent layers.
* What is planned to be done until the next scrum meeting?
  + Finish implementing transparent layers.
  + Research libcinder has multitouch.
* What are the hurdles?
  + N/a

Date: 3/30/2016

Attendees: Garrett, Andrew

Start time: 10:10

End time:

Garrett :

* What was done since the last scrum meeting?
  + Working with real sense
* What is planned to be done until the next scrum meeting?
  + Implement facial recognition.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished Alpha Layers.
* What is planned to be done until the next scrum meeting?
  + Finish research
  + Begin implementing mode 1
* What are the hurdles?
  + N/a

Date: 3/31/2016

Attendees: Garrett, Andrew

Start time: 10:10

End time: 10:15

Garrett :

* What was done since the last scrum meeting?
  + Worked on getting Expressions from RealSense
* What is planned to be done until the next scrum meeting?
  + Finish working on implementing gestures from RealSense.
  + Start implementing mode user story.
* What are the hurdles?
  + Can’t get the Expressions to read successfully.

Andrew :

* What was done since the last scrum meeting?
  + Finished research has multitouch.
  + Began implementing mode 1.
* What is planned to be done until the next scrum meeting?
  + Continue on implementing mode 1.
* What are the hurdles?
  + N/a

Date: 4/1/2016

Attendees: Garrett, Andrew

Start time: 3:35

End time: 3:40

Garrett :

* What was done since the last scrum meeting?
  + Finished Real Sense Gestures
  + Started mode implementation story
* What is planned to be done until the next scrum meeting?
  + Finish up mode implementation story
  + EoS Meetings
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Mode implementation.
* What is planned to be done until the next scrum meeting?
  + Finishing up with final touches.
  + Sprint Meeting postponed to Saturday at 1pm.
* What are the hurdles?
  + N/a

Date: 4/4/16

Attendees: Garrett Lemieux and Andrew Miller

Start time: 10:05

End time: 10:12

Garrett :

* What was done since the last scrum meeting?
  + Finished up default mode implementation
  + EoS Meetings
* What is planned to be done until the next scrum meeting?
  + Work on adding realsense to device handler
  + Meet with Sadjadi
  + Realsense Gesture implementation if I get the chance.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Final touches on override mode implementation.
  + EOS meetings
* What is planned to be done until the next scrum meeting?
  + Start adding chrono to device connection.
  + Meeting with Professor Sadjadi.
  + Start looking for Icons for application.
* What are the hurdles?
  + N/a

Date: 4/5/16

Attendees: Garrett and Andrew

Start time: 10:15

End time: 10:23

Garrett :

* What was done since the last scrum meeting?
  + Finished adding real sense to device handler.
  + Met with Sadjadi.
* What is planned to be done until the next scrum meeting?
  + Start implementing to facial gestures for realsense
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Met with professor Sadjadi.
  + Finished adding chrono to device connection.
  + Began search for icons.
* What is planned to be done until the next scrum meeting?
  + Finish finding icon packages today.
  + Add realsense to override mode.
* What are the hurdles?
  + N/a

Date: 4/6/16

Attendees: Garrett and Andrew

Start time: 10:05

End time: 10:11

Garrett :

* What was done since the last scrum meeting?
  + Finished adding Real Sense Gestures.
* What is planned to be done until the next scrum meeting?
  + Integrate Real Sense into default mode
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished looking for basic icons.
  + Started working on real sense to override mode.
* What is planned to be done until the next scrum meeting?
  + Finishing real sense to override mode.
  + Begin working on solid background.
* What are the hurdles?
  + N/a

Date: 4/7/2016

Attendees: Garrett, Andrew

Start time: 10:05

End time: 10:10

Garrett :

* What was done since the last scrum meeting?
  + Finished integrating real sense into default mode.
* What is planned to be done until the next scrum meeting?
  + Plan on ‘Reset to Default mode’ User Story.
  + Trip to FIU to create a video for product owner.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + FInished adding real sense to override mode
  + Began implementing solid background.
  + Finished finding icons.
* What is planned to be done until the next scrum meeting?
  + Finishing solid background implementation.
  + Going to FIU to make a video for product owner.
* What are the hurdles?
  + N/a

Date: 4/8/2016

Attendees: Andrew, Garrett

Start time: 3:45

End time: 3:51

Garrett :

* What was done since the last scrum meeting?
  + Worked on reset to default modes
  + Worked on video for ortega
* What is planned to be done until the next scrum meeting?
  + Finishing reset to default mode.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished video for ortega
  + Continued background color
* What is planned to be done until the next scrum meeting?
  + Finish background color
  + Start basic text
* What are the hurdles?
  + N/a

Date: 4/11/2016

Attendees: Garrett and Andrew

Start time: 10:02

End time: 10:08

Garrett :

* What was done since the last scrum meeting?
  + Finished Reset Default Mode
* What is planned to be done until the next scrum meeting?
  + Start logo design
  + Begin additional real sense functionality.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished background color.
  + Basic design for keyboard.
* What is planned to be done until the next scrum meeting?
  + Finish the design of keyboard.
  + Work on graphics for keyboard.
* What are the hurdles?
  + N/a

Date: 4/12/2016

Attendees: Garrett and Andrew

Start time: 10:01

End time: 10:08

Garrett :

* What was done since the last scrum meeting?
  + Finished Initial Logo Design
  + Started Additional Real Sense implementation
* What is planned to be done until the next scrum meeting?
  + Continue additional Real Sense Implementation
* What are the hurdles?
  + Waiting to meet with Alain for Logo

Andrew :

* What was done since the last scrum meeting?
  + Almost finished with graphics for keyboard.
  + Finished design for keyboard.
* What is planned to be done until the next scrum meeting?
  + Tidying up graphics.
  + Implementing a move functionality.
* What are the hurdles?
  + N/a

Date: 4/13/2016

Attendees: Garrett, Andrew

Start time: 10:03

End time: 10:07

Garrett :

* What was done since the last scrum meeting?
  + Worked on getting hand data from real sense.
* What is planned to be done until the next scrum meeting?
  + Continue adding additional real sense functionality
* What are the hurdles?
  + Meeting with Alain set for Thursday.

Andrew :

* What was done since the last scrum meeting?
  + Implemented move functionality for keyboard.
* What is planned to be done until the next scrum meeting?
  + Implementing Key functionality for keyboard.
* What are the hurdles?
  + N/a

Date: 4/14/2016

Attendees: Garrett and Andrew

Start time: 10:05

End time: 10:09

Garrett :

* What was done since the last scrum meeting?
  + Worked on implementing drawing with Real Sense.
* What is planned to be done until the next scrum meeting?
  + Continue working on implementing drawing with Real Sense
* What are the hurdles?
  + Never got an Email Reply from Alain.

Andrew :

* What was done since the last scrum meeting?
  + Began implementing key functionality for keyboard.
* What is planned to be done until the next scrum meeting?
  + Begin text implementation for keyboard.
* What are the hurdles?
  + N/a

Date: 4/15/2016

Attendees: Garrett, Andrew

Start time: 4:27

End time: 4:34

Garrett :

* What was done since the last scrum meeting?
  + Finished implementing draw with Real Sense.
* What is planned to be done until the next scrum meeting?
  + End of Sprint Meetings (Postponed to saturday for product owner).
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished implementing text with keyboard.
* What is planned to be done until the next scrum meeting?
  + Finishing touches on Keyboard.
  + End of Sprint meeting postponed till saturday. (Product owner out of town)
* What are the hurdles?
  + N/a

Date: 4/18/2016

Attendees: Garrett, Andrew

Start time: 10:05

End time: 10:10

Garrett :

* What was done since the last scrum meeting?
  + EoS Meetings.
* What is planned to be done until the next scrum meeting?
  + Work on display Startup image
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished keyboard and had EOS meetings.
* What is planned to be done until the next scrum meeting?
  + Add FPS Counter
  + Work on draw UI improvements.
* What are the hurdles?
  + N/a

Date: 4/19/2016

Attendees: Garrett, Andrew

Start time: 10:00

End time: 10:08

Garrett :

* What was done since the last scrum meeting?
  + Finished implementing start up logo.
* What is planned to be done until the next scrum meeting?
  + Work on compressing buttons.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Added FPS counter.
  + Begin UI improvements.
* What is planned to be done until the next scrum meeting?
  + Finishing UI improvements.
* What are the hurdles?
  + N/a

Date: 4/20/2016

Attendees: Garrett, Andrew

Start time: 10:05

End time: 10:17

Garrett :

* What was done since the last scrum meeting?
  + Worked on compressing buttons
* What is planned to be done until the next scrum meeting?
  + Finish compressing buttons
  + Start retesting old feature docs.
* What are the hurdles?
  + n/a

Andrew :

* What was done since the last scrum meeting?
  + Almost finished draw ui improvements
* What is planned to be done until the next scrum meeting?
  + Finishing draw ui improvements
  + Get icons together and uploading to github.
* What are the hurdles?
  + N/a

Date: 4/21/2016

Attendees: Garrett, Andrew

Start time: 10:05

End time: 10:10

Garrett :

* What was done since the last scrum meeting?
  + Worked on compressing buttons
  + Began retesting old features
* What is planned to be done until the next scrum meeting?
  + Continue retesting old features
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished drawing UI improvements.
  + Uploaded icons to github, almost done.
* What is planned to be done until the next scrum meeting?
  + Finish icon uploading.
  + Start retesting old features.
* What are the hurdles?
  + N/a

Date: 4/22/2016

Attendees: Garrett, Andrew

Start time: 3:15

End time: 3:20

Garrett :

* What was done since the last scrum meeting?
  + Worked on retesting old features.
* What is planned to be done until the next scrum meeting?
  + Continue retesting old features
* What are the hurdles?
  + No hurdles.

Andrew :

* What was done since the last scrum meeting?
  + Finished Icon uploading.
  + Began retesting old features.
* What is planned to be done until the next scrum meeting?
  + Continue testing old features.
* What are the hurdles?
  + N/a

Date: 4/25/2016

Attendees: Garrett, Andrew

Start time: 10:12

End time: 10:16

Garrett :

* What was done since the last scrum meeting?
  + Retested old features
* What is planned to be done until the next scrum meeting?
  + Finish retesting old features.
  + Start User Guide.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Continued retesting old feature.
* What is planned to be done until the next scrum meeting?
  + Finishing retesting old features.
  + Start User Guide for Multitouch and EyeX
* What are the hurdles?
  + N/a

Date: 4/26/2016

Attendees: Garrett, Andrew

Start time: 10:04

End time: 10:08

Garrett :

* What was done since the last scrum meeting?
  + Started user guide.
* What is planned to be done until the next scrum meeting?
  + Continue working on user guide
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Finished retesting old features.
  + Began updating old feature documents.
* What is planned to be done until the next scrum meeting?
  + Continue updating old feature documents.
* What are the hurdles?
  + N/a

Date: 4/27/2016

Attendees: Garrett, Andrew

Start time: 10:06

End time: 10:10

Garrett :

* What was done since the last scrum meeting?
  + Worked on user guide and documentation
* What is planned to be done until the next scrum meeting?
  + Continue working on user guide and documentation
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Worked on updating feature documents.
* What is planned to be done until the next scrum meeting?
  + Continue working on updating feature documents.
* What are the hurdles?
  + N/a

Date: 4/28/2016

Attendees: Garrett, Andrew

Start time: 10:02

End time: 10:

Garrett :

* What was done since the last scrum meeting?
  + Continued working on user guide and documentation.
* What is planned to be done until the next scrum meeting?
  + Finishing user guide and documentation.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Continue working on updating documentation and user guide.
* What is planned to be done until the next scrum meeting?
  + Continue working on and updating feature docs and user guide.
* What are the hurdles?
  + N/a

Date: 4/29/2016

Attendees: Garrett, Andrew

Start time: 3:13

End time: 3:18

Garrett :

* What was done since the last scrum meeting?
  + Finished user guide and documentation
* What is planned to be done until the next scrum meeting?
  + EoS Meetings, Postponed until sunday.
* What are the hurdles?
  + N/a

Andrew :

* What was done since the last scrum meeting?
  + Working on documentation and user guide.
* What is planned to be done until the next scrum meeting?
  + Plan on finishing up documentation and user guide.
* What are the hurdles?
  + N/a