Project Title:

**Muti Modal Interactive Paint**

Student Members:

Alexander Karpis

Jorge Nonell

Eric Aguiar

Christopher Naranjo

Product Owners:

**Francisco Ortega**

Mentors:

**Francisco Ortega**

Instructor:

**Masoud Sadjadi**

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 5/23/16

<Jorge>:

* What was done since the last scrum meeting?
* Upgrade the project to run on visual studio 2015.
* What is planned to be done until the next scrum meeting?
* Complete writing my user stories, build the project in a 64 bit configuration. Get a “one-button build” working for the project.
* What are the hurdles?
* RealSenseSDK is not working with my version of windows

<Eric Aguiar>:

* What was done since the last scrum meeting?
* Tried to get code to run on VS2015 but ran into issues with the dependencies
* What is planned to be done until the next scrum meeting?
* Get code to run on VS2015
* What are the hurdles?
* none

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Setup AR development environment (NDK/Android Studio, Unity, Moverio SDK)
* What is planned to be done until the next scrum meeting?
* Determine which AR library to focus development on.
* What are the hurdles?
* None, just need to keep in mind for future development to choose libraries that support C++/NDK.

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Connect the Kinect device to a computer.
* What is planned to be done until the next scrum meeting?
* Setup the project to run in Visual Studio 2015.
* What are the hurdles?
* Downloading the requirements.

Attednees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 5/24/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
* Finished setting up project to run in Visual Studio 2015
* What is planned to be done until the next scrum meeting?
* Documentation, Finish writing user stories
* What are the hurdles?
* none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Setting up the project to run in Visual Studio 2015, creating user stories, reviewing documents and Mingle.
* What is planned to be done until the next scrum meeting?
* Setup the project to run in Visual Studio 2015.  Enter information in the documents.
* What are the hurdles?
* Downloading the requirements for Visual Studio 2015.
* project to run in Visual Studio 2015

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Moved dependencies into their own git repo, for easier access in the future.
  + Move the unified project (Code + dependencies) into its own git repo, hosted on gitlab.
  + Wrote scripts to make build process easier.
* What is planned to be done until the next scrum meeting?
  + Install version of WIndows supported by RealSense SDK.
* What are the hurdles?
  + Still getting runtime error with the RealSense SDK because of windows version.

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Continued trying to set up AR SDKs (HoloLens and Moverio/Android Studio)
* Upgraded personal PCs to Windows 10 Pro for Hyper-V support (HoloLens)
* What is planned to be done until the next scrum meeting?
* Look for potential use cases for AR in painting app
* Determine which AR library to focus development on.
* What are the hurdles?
* HoloLens SDK and Android Studio doesn't seem to run well together. (HoloLens needs Hyper-V, Android Studio cannot run VMs with Hyper-V enabled)
* Not much documentation for using Moverio AR libraries with NDK.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 5/25/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Documentation, Finished writing user stories
* What is planned to be done until the next scrum meeting?
  + Begin cleaning code and formatting
* What are the hurdles?
  + None

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Setup the project to run in Visual Studio 2015.  Enter information in the documents.
* What is planned to be done until the next scrum meeting?
* Connecting the Kinect to the paint program.  Researching methods. Learning about the Kinect programs.
* What are the hurdles?
* Researching, implementing.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Reinstalled Windows to get project to work with RealSense SDK.
* What is planned to be done until the next scrum meeting?
  + Start formatting code to meet clean coding standards.
* What are the hurdles?
  + none

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Read C++/C# books, ran some demos.
* Workaround for Hyper-v and Android Studio, personal desktop set up for HoloLens development, laptop is Android Studio
* What is planned to be done until the next scrum meeting?
* Decided to focus on learning Wikitude AR library for Moverio glasses.
* Working through Microsoft’s Holographic academy for Hololens.
* What are the hurdles?
* None, concerned about time constraints for semester and switching between two very different platforms.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 5/26/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Cleaned code and formatted
* What is planned to be done until the next scrum meeting?
  + Begin reading C++ book to learn the language of the project
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Connecting the Kinect to the paint program.  Researching methods.
* What are the hurdles?
* Researching, implementing.  Learning the two programs.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Used Resharper to as a clean, consistent formatting style to the entire solution.
* What is planned to be done until the next scrum meeting?
  + Remove dead code and commented out code.
* What are the hurdles?
  + none

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Continued running demos and learning basic gesture input for both devices.
* What is planned to be done until the next scrum meeting?
* Going to speak with product owner about device focus and time constraints
* What are the hurdles?
* None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 5/27/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Began reading about C++
* What is planned to be done until the next scrum meeting?
  + Finish reading book about C++
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Connecting the Kinect to the paint program.  Researching methods.
* What are the hurdles?
* Researching, implementing.  Learning the two programs.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Remove dead code and commented out code.
* What is planned to be done until the next scrum meeting?
  + Add namespacing to avoid naming collisions with other libraries.
* What are the hurdles?
  + none

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Spoke with product owner, due to issues and time constraints will focus entirely on Hololens development. Also informed me that order has been placed and will receive the device “soon”.
* What is planned to be done until the next scrum meeting?
* Remove everything related to Android/java development that conflicts with HoloLens SDK
* What are the hurdles?
* None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 9:00 pm

End time: 9:30 pm

Date: 5/29/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Add namespacing to avoid naming collisions with other libraries.
* What is planned to be done until the next scrum meeting?
  + Upgrade project to build in x64 as well as x86
* What are the hurdles?
  + none

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Finished reading book about C++
* What is planned to be done until the next scrum meeting?
  + Begin refactoring code and continue researching c++ design
* What are the hurdles?
  + none

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Continued working through Holographic Academy (C#)
* Spoke with product owner, and again because of time constraints, will create a standalone AR painting app. HoloLens apps can be quickly thrown together in Unity and C#. Instead of dealing with DirectX and C++.
* What is planned to be done until the next scrum meeting?
* Determine functionality that app can provide.
* Continue learning C# and Hololens development
* What are the hurdles?
* None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 5/31/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Began refactoring code
* What is planned to be done until the next scrum meeting?
  + Continue refactoring code and researching c++ design
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Connecting the Kinect to the paint program.  Researching methods.
* What are the hurdles?
* Researching, implementing.  Learning the two programs.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Upgrade project to build in x64 as well as x86
* What is planned to be done until the next scrum meeting?
  + Separate class implementation from the header files.
* What are the hurdles?
  + none

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Continued working through Holographic Academy (C#)
* Learning how Unity interacts with HoloLens
* What is planned to be done until the next scrum meeting?
* Continue learning C# and Hololens development
* What are the hurdles?
* Compile time is a bit long.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/01/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Continued to refactor current code and research about c++ design structure
* What is planned to be done until the next scrum meeting?
  + Continue to refactor current code and research about c++ design
  + Testing
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Learning the Kinect API.  Implementing the Kinect in the current program.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Separate class implementation from the header files.
* What is planned to be done until the next scrum meeting?
  + Split up big classes into smaller classes that each address only one functionality.
* What are the hurdles?
  + None

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Continued working through Holographic Academy (C#)
* Learning how Unity interacts with HoloLens
* What is planned to be done until the next scrum meeting?
* Continue learning C# and Hololens development
* What are the hurdles?
* None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/02/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Continued to refactor current code and research about c++ design structure
* What is planned to be done until the next scrum meeting?
  + Continue to refactor current code and research about c++ design
  + Testing
* What are the hurdles?
  + none

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Split up big classes into smaller classes that each address only one functionality part 1.
* What is planned to be done until the next scrum meeting?
  + Attain the “one-button-build” that allows for simply checking out the project and running the application by only clicking one button.
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Learning the Kinect API.  Implementing the Kinect in the current program.

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Product owner received physical HoloLens, learned how to physically interact with device.
* What is planned to be done until the next scrum meeting?
* Try out previous demos on live device.
* What are the hurdles?
* none

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/03/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Attain the “one-button-build”.
* What is planned to be done until the next scrum meeting?
  + Continue splitting up big classes into smaller classes.
* What are the hurdles?
  + None

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Continued to refactor current code and research about c++ design structure
* What is planned to be done until the next scrum meeting?
  + Finish refactoring current code and research about c++ design
  + Testing
  + Documentation
* What are the hurdles?
  + None

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Learning the Kinect API.  Implementing the Kinect in the current program.

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Continued running demos, working on documentation on how to setup/basic commands for device.
* What is planned to be done until the next scrum meeting?
  + Continue learning C#/Unity
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/05/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Learning the Kinect API.  Implementing the Kinect in the current program.

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Learning gesture input for Hololens
* What is planned to be done until the next scrum meeting?
  + Continue learning C#/Unity
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/06/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Learning the Kinect API.  Implementing the Kinect in the current program.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/07/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Learning the Kinect API.  Implementing the Kinect in the current program.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/08/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Documentation.
* What are the hurdles?
* NA

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/09/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* NA

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/10/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Researching methods to connect the Kinect and paint programs.  Learning to Paint in the current program. Decided on the Kinect API within the current program. Learning about the Programs.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Learning the Kinect API.  Implementing the Kinect in the current program.  Contacting previous developers.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/13/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Learning the Kinect API.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Understanding the Kinect code, documenting the code.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/14/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Learning the Kinect API.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Understanding the Kinect code, documenting the code.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/15/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Learning the Kinect API.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Understanding the Kinect code, documenting the code.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/16/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Learning the Kinect API.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Understanding the Kinect code, documenting the code.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/17/16

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Learning the Kinect API.
* What is planned to be done until the next scrum meeting?
* Learning about the Kinect API.
* What are the hurdles?
* Understanding the Kinect code, documenting the code.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/6/16

<Jorge>:

* What was done since the last scrum meeting?
* Split off eyex and leap motion into their own classes
* What is planned to be done until the next scrum meeting?
* Finished dividing components into separate classes
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
* Documentation, diagrams
* What is planned to be done until the next scrum meeting?
* figure out how to make app launch into window instead of fullscreen and how to recognize when the window is being resized
* What are the hurdles?
* None currently

<Chris Naranjo>:

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

<Alexander Karpis>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/7/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
* Was able to make app launch into window instead of fullscreen and to recognize when the window is being resized
* What is planned to be done until the next scrum meeting?
* figure out to get the new height and width of the screen and update the height and width of the menus and touch points
* What are the hurdles?
* None currently

<Alexander Karpis>:

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

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Finished dividing components into separate classes
* What is planned to be done until the next scrum meeting?
  + Worked on migle stories, meeting with Mohsen
* What are the hurdles?

<Chris Naranjo>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/8/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Was able to get the new height and width of the screen and update the height and width of some of the menus and touch points
* What is planned to be done until the next scrum meeting?
  + Figure out how to update the height and width of the rest of the menus
* What are the hurdles?
  + none

<Alexander Karpis>:

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

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Create class to be able to pass draw events
* What is planned to be done until the next scrum meeting?
  + Create class to be able to pass draw events
* What are the hurdles?

<Chris Naranjo>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/9/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Was able to figure out how to update the height and width of the rest of the menus
* What is planned to be done until the next scrum meeting?
  + fix bug where some menus aren't being redrawn in the right places on the screen
* What are the hurdles?
  + none

<Alexander Karpis>:

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

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Create class to be able to pass draw events
* What is planned to be done until the next scrum meeting?
  + Redesign input management to use draw event class
* What are the hurdles?

<Chris Naranjo>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/10/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Fixed a bug where some menus aren't being redrawn in the right places on the screen
* What is planned to be done until the next scrum meeting?
  + fix bug where some menus aren't being resized based on the size of the screen
* What are the hurdles?
  + none

<Alexander Karpis>:

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

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Redesign input management to use draw event class
* What is planned to be done until the next scrum meeting?
  + Redesign input management to use draw event class
* What are the hurdles?

<Chris Naranjo>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 9:00 pm

End time: 9:30 pm

Date: 6/13/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Redesign input management to use draw event class
* What is planned to be done until the next scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Fixed a bug where some menus aren't being resized based on the size of the screen
* What is planned to be done until the next scrum meeting?
  + fix bug where leap motion touchpoint width and height aren't being updated
* What are the hurdles?
  + None currently

<Chris Naranjo>:

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

<Alexander Karpis>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/14/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Fixed a bug where leap motion touchpoint width and height aren't being updated
* What is planned to be done until the next scrum meeting?
  + try to fix issue of memory leaks where random pixels are drawn on the screen
  + Update virtual keyboard touch points with new width and height
* What are the hurdles?
  + Unfamiliar with how menus and shapes are being saved in frame buffers

<Alexander Karpis>:

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

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What is planned to be done until the next scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What are the hurdles?

<Chris Naranjo>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/15/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Updated virtual keyboard touch points with new width and height while being resized
  + tried to fix issue of memory leaks where random pixels are drawn on the screen
* What is planned to be done until the next scrum meeting?
  + try to fix issue of memory leaks where random pixels are drawn on the screen
* What are the hurdles?
  + Unfamiliar with how menus and shapes are being saved in frame buffers.
    - Still unable to fix issue; going to get assistance in the Open HID lab

<Alexander Karpis>:

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

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What is planned to be done until the next scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What are the hurdles?

<Chris Naranjo>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/16/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + try to fix issue of memory leaks where random pixels are drawn on the screen
* What is planned to be done until the next scrum meeting?
  + Documentation
* What are the hurdles?
  + still unable to fix issue with memory leak, going to get help in Open HID lab on Monday 6/20/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What is planned to be done until the next scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What are the hurdles?

<Alexander Karpis>:

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

<Chris Naranjo>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/17/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What is planned to be done until the next scrum meeting?
  + Redesign illustratrator class to interpret draw events
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Documentation
* What is planned to be done until the next scrum meeting?
  + Update Mingle, Diagrams
* What are the hurdles?
  + still unable to fix issue with memory leak, going to get help in Open HID lab on Monday 6/20/16

<Alexander Karpis>:

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

<Chris Naranjo>:

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

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/20/16

<Jorge>:

* What was done since the last scrum meeting?
* Worked with Alex to get the Kinect to draw.
* What is planned to be done until the next scrum meeting?
* Continue Working with Alex to get the drawing working with the Kinect device.
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
* Documentation, get advice from Francisco’s Lab about a memory leak
* What is planned to be done until the next scrum meeting?
* Fix memory leak bug with the window resizing
* What are the hurdles?
* Memory leak found in existing project

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Finished Spatial Mapping
* What is planned to be done until the next scrum meeting?
* Noticeable FPS drop for mapping, trying to speed up process
* What are the hurdles?
* Nothing, lack of documentation due to new product.

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Documenting changes and responses from the Kinect API.
* What is planned to be done until the next scrum meeting?
* Documenting changes and responses from the Kinect API.
* What are the hurdles?
* Understanding the code.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/21/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
* Fix memory leak bug with resizing app window
* What is planned to be done until the next scrum meeting?
* Fix bug where the device menu disappears after window is resized but reappears when the color/shape features are updated
* What are the hurdles?
* none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Documenting changes for the project.
* What is planned to be done until the next scrum meeting?
* Documenting changes for the project.
* What are the hurdles?
* Understanding the code.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Worked with Alex to get the kinect drawing
* What is planned to be done until the next scrum meeting?
  + Finished up refactoring of drawing system
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Optimizing spatial mapping
* What is planned to be done until the next scrum meeting?
* Continue, begin thinking of GUI and paint functions
* What are the hurdles?
* Nothing

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/22/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Fixed bug where the device menu disappears after the app window is resized but reappears when the color/shape feature is updated
* What is planned to be done until the next scrum meeting?
  + Fix bug where the app crashes when the window is minimized
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Documenting changes for the project.
* What is planned to be done until the next scrum meeting?
* Getting the Kinect to paint.
* What are the hurdles?
* Implementing the Kinect.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Worked on refactoring of drawing system
* What is planned to be done until the next scrum meeting?
  + Finished up refactoring of drawing system
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Optimizations have been improved, still more work could be done though
* What is planned to be done until the next scrum meeting?
* System seems to crash if user moves too close to a hologram
* Additionally, user experiences eye discomfort when too close to a hologram, looking at solutions
* What are the hurdles?
* Nothing

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/23/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Fixed bug where the app crashes when the window is minimized
* What is planned to be done until the next scrum meeting?
  + Create object to handle all of the dependencies of the UI but ran into windows issue
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Getting the Kinect to paint.
* What is planned to be done until the next scrum meeting?
* Getting the Kinect to paint.
* What are the hurdles?
* Implementing the Kinect.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Work on refactoring of drawing system
* What is planned to be done until the next scrum meeting?
  + Finish up refactoring of drawing system
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Attempting to fix crashing, and user discomfort
* What is planned to be done until the next scrum meeting?
* Continue working on that, testing on other users besides myself. I think its related to clipping distance.
* What are the hurdles?

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/24/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Created object to handle all of the UI dependencies but ran into an unknown error
    - Exception: Read Access Violation
* What is planned to be done until the next scrum meeting?
  + Work on fixing the error. Continue working on creating the UI dependency object.
* What are the hurdles?
  + Fix the strange error

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Getting the Kinect to paint.
* What is planned to be done until the next scrum meeting?
* Getting the Kinect to paint.
* What are the hurdles?
* Implementing the Kinect.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Work on refactoring of drawing system
* What is planned to be done until the next scrum meeting?
  + Finished up refactoring of drawing system
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Fixed user discomfort issue, minimum clipping distance before discomfort occurs is around .2-.3m away. Set to that
* What is planned to be done until the next scrum meeting?
* Begin gui and painting functions
* What are the hurdles?
* None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 9:00 pm

End time: 9:30 pm

Date: 6/27/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Work on presentation
* What is planned to be done until the next scrum meeting?
  + Abstracting Layers and Menus into classes
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Resolved error message and finished ui dependency class
* What is planned to be done until the next scrum meeting?
  + Update the ui and project to interact with the dependency object
* What are the hurdles?
  + none

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Nothing - sick
* What is planned to be done until the next scrum meeting?
* Continue gui work
* What are the hurdles?
* Sick

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Getting the Kinect to paint.
* What is planned to be done until the next scrum meeting?
* Getting the Kinect to paint.
* What are the hurdles?
* Implementing the Kinect.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/28/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Implemented the dependency object into the ui and the project
* What is planned to be done until the next scrum meeting?
  + Modularized the top left feature menu into its own namespace
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Getting the Kinect to paint.
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* none

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Worked on abstracting Layers and Menus into classes
* What is planned to be done until the next scrum meeting?
  + Abstracting Layers and Menus into classes
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Continued GUI work
* What is planned to be done until the next scrum meeting?
* Hopefully finish, and begin work on painting
* What are the hurdles?
* Still sick

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/29/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Modularized top left feature menu into its own namespace
* What is planned to be done until the next scrum meeting?
  + Modularize the bottom left mode/device menu into its own namespace
* What are the hurdles?
  + none

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Documentation, explaining the code.
* What is planned to be done until the next scrum meeting?
* Documentation, explaining the code.
* What are the hurdles?
* Understanding the code.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Worked on abstracting Layers and Menus into classes
* What is planned to be done until the next scrum meeting?
  + Finish abstracting Layers and Menus into classes
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Nothing, sick
* What is planned to be done until the next scrum meeting?
* Try to continue gui work
* What are the hurdles?
* Sick still.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 6/30/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Modularized the bottom left Mode/Device menu into its own namespace
* What is planned to be done until the next scrum meeting?
  + Modularized the UI Interaction into its own namespace
* What are the hurdles?
  + none

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Finished abstracting Layers and Menus into classes
* What is planned to be done until the next scrum meeting?
  + Work on documentation
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Documentation, explaining the code.
* What is planned to be done until the next scrum meeting?
* Speech Basics
* What are the hurdles?
* Downloading Speech Basics.

<Chris Naranjo>:

* What was done since the last scrum meeting?
* Began documentation for gui
* What is planned to be done until the next scrum meeting?
* Paint planning and finishing GUI
* What are the hurdles?
* Still not feeling too well.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/1/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Worked on documentation
* What is planned to be done until the next scrum meeting?
  + Finish working on documentation
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Modularized the UI Interaction into its own namespace
* What is planned to be done until the next scrum meeting?
  + Testing
* What are the hurdles?
  + none

<Alexander Karpis>:

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

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/4/16

<Jorge>:

* What was done since the last scrum meeting?
* Worked with Alex to get the kinect drawing with multiple users
* What is planned to be done until the next scrum meeting?
* Abstracted out a menu object form which all menus will inherit from
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
* Documentation/Testing
* What is planned to be done until the next scrum meeting?
* Continue working on UI refactoring
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Looked at registering multiple bodies.
* What is planned to be done until the next scrum meeting?
* Look at registering multiple bodies.
* What are the hurdles?
* Learning how the Kinect operates.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/5/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
* Continued to work on UI Refactoring
* What is planned to be done until the next scrum meeting?
* Get Layer Feature to create dropdown upon touch with new menu system
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Looked at registering multiple bodies.
* What is planned to be done until the next scrum meeting?
* Look at registering multiple bodies.
* What are the hurdles?
* Learning how the Kinect operates.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Abstracted out a menu object form which all menus will inherit from
* What is planned to be done until the next scrum meeting?
  + Reimplement layering in the drawing system
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/6/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Got Layer Feature to create dropdown upon touch with new menu system
* What is planned to be done until the next scrum meeting?
  + Get Layer Feature to draw outline of dropdown in the correct position
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Looked at registering multiple bodies.
* What is planned to be done until the next scrum meeting?
* Look at registering multiple bodies.
* What are the hurdles?
* Learning how the Kinect operates.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Reimplemented layering in the drawing system
* What is planned to be done until the next scrum meeting?
  + Implement Menu layer to handle all menus
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/8/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Got Layer Feature to draw outline of dropdown in the correct position
* What is planned to be done until the next scrum meeting?
  + Get Layer Feature to Draw Different shades of grey for the alpha bar the drowdown
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Looked at registering multiple bodies.
* What is planned to be done until the next scrum meeting?
* Look at registering multiple bodies.
* What are the hurdles?
* Learning how the Kinect operates.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Implemented Menu layer to handle all menus
* What is planned to be done until the next scrum meeting?
  + Reimplemented Color picker menu with new menu system
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/11/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Got Layer Feature to Draw Different shades of grey for the alpha bar the drowdown
* What is planned to be done until the next scrum meeting?
  + Draw an outline to contain the alpha bar to separate it from the layer view in layer dropdown
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Looked at registering multiple bodies.
* What is planned to be done until the next scrum meeting?
* Implementing in the program.
* What are the hurdles?
* The application and the Kinect code.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Reimplemented Shape picker menu with new menu system
* What is planned to be done until the next scrum meeting?
  + Try to get the kinect speech to  work
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 9:00 pm

End time: 9:30 pm

Date: 7/12/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Tried to get the kinect speech to  work
* What is planned to be done until the next scrum meeting?
  + Keep trying to get the kinect speech to  work
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Drew an outline to contain the alpha bar to separate it from the layer view in layer dropdown
* What is planned to be done until the next scrum meeting?
  + Draw the green circle indicator in for the alpha menu
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Looked at registering multiple bodies.
* What is planned to be done until the next scrum meeting?
* Implementing in the program.
* What are the hurdles?
* The application and the Kinect code.

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/13/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Drew the green circle indicator in for the alpha menu
* What is planned to be done until the next scrum meeting?
  + Draw a background for the layer dropdown do drawings can't be seen through the menu
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Implementing registering bodies in the program.
* What is planned to be done until the next scrum meeting?
* Learning about Kinect Speech sample.
* What are the hurdles?
* Learning how the Kinect operates.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Tried to get the kinect speech to  work
* What is planned to be done until the next scrum meeting?
  + Keep trying to get the kinect speech to  work
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/14/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Drew a background for the layer dropdown do drawings can't be seen through the menu
* What is planned to be done until the next scrum meeting?
  + layer feature dropdown is being drawn from bottom-up, change to draw from top down
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Implementing registering bodies in the program.
* What is planned to be done until the next scrum meeting?
* Learning about Kinect Speech sample.
* What are the hurdles?
* Learning how the Kinect operates.

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Tried to get the kinect speech to  work
* What is planned to be done until the next scrum meeting?
  + Work on documentation
* What are the hurdles?

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/15/16

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + layer feature dropdown was being drawn from bottom-up, change it to draw from top down
* What is planned to be done until the next scrum meeting?
  + Work on getting layers to draw in the layer dropdown
* What are the hurdles?

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Worked on documentation
* What is planned to be done until the next scrum meeting?
  + Begin research on threading in c++
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Learning about Kinect Speech sample.
* What is planned to be done until the next scrum meeting?
* Importing the Kinect Speech.
* What are the hurdles?
* Learning how the Kinect operates.

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start time: 7:00 pm

End time: 8:00 pm

Date: 7/16/16

<Jorge Nonell>:

* What was done since the last scrum meeting?
  + Begin research on threading in c++
* What is planned to be done until the next scrum meeting?
  + Start implementing threaded code in the project
* What are the hurdles?

<Eric Aguiar>:

* What was done since the last scrum meeting?
  + Worked on getting layers to draw in the layer dropdown
* What is planned to be done until the next scrum meeting?
  + Continue trying to get layers to draw in layer dropdown using the new menu system & Documentation/Testing
* What are the hurdles?

<Alexander Karpis>:

* What was done since the last scrum meeting?
* Implementing registering bodies in the program.
* What is planned to be done until the next scrum meeting?
* Importing the Kinect Speech.
* What are the hurdles?
* Learning how the Kinect operates.

<Chris Naranjo>:

* What was done since the last scrum meeting?
  + Documentation/GUI
* What is planned to be done until the next scrum meeting?
  + Continue GUI, and attempt some solutions for painting
* What are the hurdles?
  + None