**Daily Scrum Meeting Minutes:**

Attendees: <Enter Attendees' Names>

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

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

<Enter Team Member 1's Name>:

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

<Enter Team Member 2's Name>:

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

Attendees: Edvin Li, Deon Davis

Start time: May 17, 2017 9:40 PM

End time: May 17, 2017 9:55 PM

Edvin Li:

* What was done since the last scrum meeting?
* This is the first scrum meeting. Prior to this, the project was selected.
* What is planned to be done until the next scrum meeting?
* Review the first version of the project to get an understanding of the application.
* What are the hurdles?
* Reading all documentation and watching all videos provided by last semester’s group and understanding where to start working on the project.

Deon Davis:

* What was done since the last scrum meeting?
* This is the first scrum meeting. Prior to this, the project was selected.
* What is planned to be done until the next scrum meeting?
* Review the first version of the project to get an understanding of the application.
* What are the hurdles?
* Reading all documentation and watching all videos provided by last semester’s group and understanding where to start working on the project.

Attendees: Edvin Li, Deon Davis

Start time: May 18, 2017 7:00 PM

End time: May 18, 2017 7:15 PM

Edvin Li:

* What was done since the last scrum meeting?
* Read through the documentation and watched the videos about the project from the provided zip file.
* What is planned to be done until the next scrum meeting?
* Learn how to use Unity and install the application from the app store to see how it works.
* What are the hurdles?
* Familiarizing myself with how Unity works and identify the main languages used to create the application.

Deon Davis:

* What was done since the last scrum meeting?
* Read through the documentation and watched the videos about the project from the provided zip file.
* What is planned to be done until the next scrum meeting?
* Learn how to use Unity and install the application from the app store to see how it works.
* What are the hurdles?
* Familiarizing myself with how Unity works and identify the main languages used to create the application.

Attendees: Edvin Li, Deon Davis

Start time: May 19, 2017 3:30 PM

End time: May 19, 2017 3:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* Research and learn how to use Unity as well as install the application from the App store to see how the application works.
* What is planned to be done until the next scrum meeting?
* Contact the product owner to discuss the user stories that they would like to have to get an idea on where to start.
* What are the hurdles?
* Coordinating a time where all members of the group, including product owner, are available in person to have a meeting.

Deon Davis:

* What was done since the last scrum meeting?
* Research and learn how to use Unity as well as install the application from the App store to see how the application works.
* What is planned to be done until the next scrum meeting?
* Contact the product owner to discuss the user stories that they would like to have to get an idea on where to start.
* What are the hurdles?
* Coordinating a time where all members of the group, including product owner, are available in person to have a meeting.

Attendees: Edvin Li, Deon Davis

Start time: May 22, 2017 5:10 PM

End time: May 22, 2017 5:25 PM

Edvin Li:

* What was done since the last scrum meeting?
* The product owner was contacted and a meeting to discuss the project in further detail was scheduled for May 23 at 11 AM.
* What is planned to be done until the next scrum meeting?
* Continue to work with Unity to develop an understanding and come up with user story ideas to discuss with product owner.
* What are the hurdles?
* Finding what the project further requires and what we can do to improve it.

Deon Davis:

* What was done since the last scrum meeting?
* The product owner was contacted and a meeting to discuss the project in further detail was scheduled for May 23 at 11 AM.
* What is planned to be done until the next scrum meeting?
* Continue to work with Unity to develop an understanding and come up with user story ideas to discuss with product owner.
* What are the hurdles?
* Finding what the project further requires and what we can do to improve it.

Attendees: Edvin Li, Deon Davis

Start time: May 23, 2017 3:30 PM

End time: May 23, 2017 3:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* The product owner was met and further improvements or needs for the project was discussed. An overall explanation of the project and their goals were talked about, and a virtual reality version of the project was given through GitHub.
* What is planned to be done until the next scrum meeting?
* Take a look through the project code and try to understand the code and how it works. Analyze further improvements that can be made and figure out a solution to some of the issues the product owner currently faces with the project.
* What are the hurdles?
* Understanding the project code with limited documentation and managing the time to speak with product owner about the prior code. Also, continue my understanding of Unity as well as applying that knowledge to the current project.

Deon Davis:

* What was done since the last scrum meeting?
* The product owner was met and further improvements or needs for the project was discussed. An overall explanation of the project and their goals were talked about, and a virtual reality version of the project was given through GitHub.
* What is planned to be done until the next scrum meeting?
* Take a look through the project code and try to understand the code and how it works. Analyze further improvements that can be made and figure out a solution to some of the issues the product owner currently faces with the project.
* What are the hurdles?
* Understanding the project code with limited documentation and managing the time to speak with product owner about the prior code. Also, continue my understanding of Unity as well as applying that knowledge to the current project.

Attendees: Edvin Li, Deon Davis

Start time: May 24, 2017 2:20 PM

End time: May 24, 2017 2:35 PM

Edvin Li:

* What was done since the last scrum meeting?
* Reviewed existing code and look at the updated version provided to us by the product owner’s github.
* What is planned to be done until the next scrum meeting?
* Analyze the differences between the version given to us and the latest version to see what has changed.
* What are the hurdles?
* Find out what the newest version of the code contains and how to move on from there.

Deon Davis:

* What was done since the last scrum meeting?
* Reviewed existing code and look at the updated version provided to us by the product owner’s github.
* What is planned to be done until the next scrum meeting?
* Analyze the differences between the version given to us and the latest version to see what has changed.
* What are the hurdles?
* Find out what the newest version of the code contains and how to move on from there.

Attendees: Edvin Li, Deon Davis

Start time: May 25, 2017 3:30 PM

End time: May 25, 2017 3:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* Find out the differences between the two version of the project.
* What is planned to be done until the next scrum meeting?
* Continue to research about Unity and understand how it works and review more of the project’s code.
* What are the hurdles?
* Understanding how Unity works and what can be done for the project.

Deon Davis:

* What was done since the last scrum meeting?
* Find out the differences between the two version of the project.
* What is planned to be done until the next scrum meeting?
* Continue to research about Unity and understand how it works and review more of the project’s code.
* What are the hurdles?
* Understanding how Unity works and what can be done for the project.

Attendees: Edvin Li, Deon Davis

Start time: May 26, 2017 1:00 PM

End time: May 26, 2017 1:15 PM

Edvin Li:

* What was done since the last scrum meeting?
* Learn more about Unity.
* What is planned to be done until the next scrum meeting?
* Review the resources provided by the product owner on Unity to gain a better understanding.
* What are the hurdles?
* Learning Unity.

Deon Davis:

* What was done since the last scrum meeting?
* Learn more about Unity.
* What is planned to be done until the next scrum meeting?
* Review the resources provided by the product owner on Unity to gain a better understanding.
* What are the hurdles?
* Learning Unity.

Attendees: Edvin Li, Deon Davis

Start time: May 29, 2017 3:30 PM

End time: May 29, 2017 3:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* Learn Unity and fundamentals of C# scripting.
* What is planned to be done until the next scrum meeting?
* Continue research about unity and C# and start thinking about ideas for user stories that the product owner may want.
* What are the hurdles?
* Finding suitable user stories and understanding C#.

Deon Davis:

* What was done since the last scrum meeting?
* Learn Unity and fundamentals of C# scripting.
* What is planned to be done until the next scrum meeting?
* Continue research about unity and C# and start thinking about ideas for user stories that the product owner may want.
* What are the hurdles?
* Finding suitable user stories and understanding C#.

Attendees: Edvin Li, Deon Davis

Start time: May 30, 2017 3:35 PM

End time: May 30, 2017 3:55 PM

Edvin Li:

* What was done since the last scrum meeting?
* Learn Unity and C# and come up with ideas for user stories.
* What is planned to be done until the next scrum meeting?
* Analyze the user stories the product owner mentioned and how to implement them.
* What are the hurdles?
* Understanding how the user stories can be implemented.

Deon Davis:

* What was done since the last scrum meeting?
* Learn Unity and C# and come up with ideas for user stories.
* What is planned to be done until the next scrum meeting?
* Analyze the user stories the product owner mentioned and how to implement them.
* What are the hurdles?

Attendees: Edvin Li, Deon Davis

Start time: May 31, 2017 6:40 PM

End time: May 31, 2017 6:55 PM

Edvin Li:

* What was done since the last scrum meeting?
* Figure out how to implement user stories.
* What is planned to be done until the next scrum meeting?
* See which user stories can be broken down to something that can be completed within a sprint.
* What are the hurdles?
* Identifying aspects of a user story that can be separated into multiple components.

Deon Davis:

* What was done since the last scrum meeting?
* Figure out how to implement user stories.
* What is planned to be done until the next scrum meeting?
* See which user stories can be broken down to something that can be completed within a sprint.
* What are the hurdles?
* Identifying aspects of a user story that can be separated into multiple components.

Attendees: Edvin Li, Deon Davis

Start time: June 1, 2017 3:30 PM

End time: June 1, 2017 3:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* Come up with smaller user stories based on what product owner wanted.
* What is planned to be done until the next scrum meeting?
* Discuss these user stories with product owner.
* What are the hurdles?
* Coming to an agreement on what user stories are suitable.

Deon Davis:

* What was done since the last scrum meeting?
* Come up with smaller user stories based on what product owner wanted.
* What is planned to be done until the next scrum meeting?
* Discuss these user stories with product owner.
* What are the hurdles?
* Coming to an agreement on what user stories are suitable.

Attendees: Edvin Li, Deon Davis

Start time: June 2, 2017 12:30 PM

End time: June 2, 2017 12:50 PM

Edvin Li:

* What was done since the last scrum meeting?
* Figure out what user stories should be added.
* What is planned to be done until the next scrum meeting?
* Find all user stories and plan for a discussion at the next sprint meeting.
* What are the hurdles?
* Collecting user stories for sprint meeting.

Deon Davis:

* What was done since the last scrum meeting?
* Figure out what user stories should be added.
* What is planned to be done until the next scrum meeting?
* Find all user stories and plan for a discussion at the next sprint meeting.
* What are the hurdles?
* Collecting user stories for sprint meeting.

Attendees: Edvin Li, Deon Davis

Start time: June 5, 2017 4:30 PM

End time: June 5, 2017 4:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* Figure out what user stories should be added.
* What is planned to be done until the next scrum meeting?
* Find all user stories and plan for a discussion at the next sprint meeting.
* What are the hurdles?
* Collecting user stories for sprint meeting.

Deon Davis:

* What was done since the last scrum meeting?
* Figure out what user stories should be added.
* What is planned to be done until the next scrum meeting?
* Find all user stories and plan for a discussion at the next sprint meeting.
* What are the hurdles?
* Collecting user stories for sprint meeting.

Attendees: Edvin Li, Deon Davis

Start time: June 6, 2017 11:30 PM

End time: June 6, 2017 12:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* Met with product owner to discuss further user stories to add to the project and other improvements to make. Create a backlog of user stories to take on.
* What is planned to be done until the next scrum meeting?
* Allocate user stories between group members.
* What are the hurdles?
* Drafting user stories and assigning responsibility.

Deon Davis:

* What was done since the last scrum meeting?
* Met with product owner to discuss further user stories to add to the project and other improvements to make. Create a backlog of user stories to take on.
* What is planned to be done until the next scrum meeting?
* Allocate user stories between group members.
* What are the hurdles?
* Drafting user stories and assigning responsibility.

Attendees: Edvin Li, Deon Davis

Start time: June 7, 2017 2:10 PM

End time: June 7, 2017 2:35 PM

Edvin Li:

* What was done since the last scrum meeting?
* Take on story #211 to build VR project to Android. There is an issue preventing the project to compile and needs to be fixed for live usage.
* What is planned to be done until the next scrum meeting?
* Work on fixing deployment bug for the latest release on Android devices.
* What are the hurdles?
* Researching and implementing a solution for public release.

Deon Davis:

* What was done since the last scrum meeting?
* Take on assigned user story #210.
* What is planned to be done until the next scrum meeting?
* Work on fixing deployment bug for the latest release on iOS devices.
* What are the hurdles?
* Researching and implementing a solution for public release.

Attendees: Edvin Li, Deon Davis

Start time: June 8, 2017 3:30 PM

End time: June 8, 2017 3:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* Work on user story to fix bug for deployment.
* What is planned to be done until the next scrum meeting?
* Meet with a member that worked on the project previously to learn more about the issue and its resolution.
* What are the hurdles?
* Finding out the cause of the bug and the solution.

Deon Davis:

* What was done since the last scrum meeting?
* Work on user story to fix bug for deployment.
* What is planned to be done until the next scrum meeting?
* Meet with a member that worked on the project previously to learn more about the issue and its resolution.
* What are the hurdles?
* Finding out the cause of the bug and the solution.

Attendees: Edvin Li, Deon Davis

Start time: June 9, 2017 3:30 PM

End time: June 9, 2017 3:45 PM

Edvin Li:

* What was done since the last scrum meeting?
* Met with the project member from last semester to discuss their implementation on the project that allowed for compilation.
* What is planned to be done until the next scrum meeting?
* Discuss about possibilities that can be used from their implementation to fix the bug.
* What are the hurdles?
* Finding out how to fix the bug.

Deon Davis:

* What was done since the last scrum meeting?
* Met with the project member from last semester to discuss their implementation on the project that allowed for compilation.
* What is planned to be done until the next scrum meeting?
* Discuss about possibilities that can be used from their implementation to fix the bug.
* What are the hurdles?
* Finding out how to fix the bug.

Attendees: Edvin Li, Deon Davis

Start time: June 12, 2017 9:30 AM

End time: June 12, 2017 10:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Discussed solutions for the bug.
* What is planned to be done until the next scrum meeting?
* Attempt to troubleshoot bug.
* What are the hurdles?
* Fixing the bug.

Deon Davis::

* What was done since the last scrum meeting?
* Discussed solutions for the bug.
* What is planned to be done until the next scrum meeting?
* Attempt to troubleshoot bug.
* What are the hurdles?
* Fixing the bug.

Attendees: Edvin Li, Deon Davis

Start time: June 13, 2017 9:30 AM

End time: June 13, 2017 10:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Try to implement various solutions to get the project to compile.
* What is planned to be done until the next scrum meeting?
* Continue other solutions to get the project to compile.
* What are the hurdles?
* Researching and finding a solution to this issue.

Deon Davis::

* What was done since the last scrum meeting?
* Try to implement various solutions to get the project to compile.
* What is planned to be done until the next scrum meeting?
* Continue other solutions to get the project to compile.
* What are the hurdles?
* Researching and finding a solution to this issue.

Attendees: Edvin Li, Deon Davis

Start time: June 14, 2017 11:30 AM

End time: June 14, 2017 11:40 AM

Edvin Li::

* What was done since the last scrum meeting?
* Working on a solution for the project bug.
* What is planned to be done until the next scrum meeting?
* Meet up with previous project member to find a solution together.
* What are the hurdles?
* Researching and finding a solution to the issue.

Deon Davis::

* What was done since the last scrum meeting?
* Working on a solution for the project bug.
* What is planned to be done until the next scrum meeting?
* Meet up with previous project member to find a solution together.
* What are the hurdles?
* Researching and finding a solution to the issue.

Attendees: Edvin Li, Deon Davis

Start time: June 15, 2017 9:32 AM

End time: June 15, 2017 9:44 AM

Edvin Li::

* What was done since the last scrum meeting?
* Met with the project member and worked on finding a solution to publish the application to both Android and iOS platforms.
* What is planned to be done until the next scrum meeting?
* Continue to work on finding a solution.
* What are the hurdles?
* Researching for a solution on the issue.

Deon Davis::

* What was done since the last scrum meeting?
* Met with the project member and worked on finding a solution to publish the application to both Android and iOS platforms.
* What is planned to be done until the next scrum meeting?
* Continue to work on finding a solution.
* What are the hurdles?
* Researching for a solution on the issue.

Attendees: Edvin Li, Deon Davis

Start time: June 16, 2017 9:30 AM

End time: June 16, 2017 10:00 AM

Edvin Li:

* What was done since the last scrum meeting?
* Worked on finding a solution to the project compilation issue.
* What is planned to be done until the next scrum meeting?
* Meet with the members again and product owner to discuss what to do next.
* What are the hurdles?
* Finding a solution to the bug.

Deon Davis:

* What was done since the last scrum meeting?
* Worked on finding a solution to the project compilation issue.
* What is planned to be done until the next scrum meeting?
* Meet with the members again and product owner to discuss what to do next.
* What are the hurdles?
* Finding a solution to the bug.

Attendees: Edvin Li, Deon Davis

Start time: June 19, 2017 9:30 AM

End time: June 19, 2017 10:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Met with project members to continue fixing the project bug.
* What is planned to be done until the next scrum meeting?
* Plan further user stories to be implemented and discuss with project owner and meet with product owner.
* What are the hurdles?
* Finding a solution and also drafting user stories for review.

Deon Davis::

* What was done since the last scrum meeting?
* Met with project members to continue fixing the project bug.
* What is planned to be done until the next scrum meeting?
* Plan further user stories to be implemented and discuss with project owner. Meet with product owner for sprint meeting.
* What are the hurdles?
* Finding a solution and also drafting user stories for review.

Attendees: Edvin Li, Deon Davis

Start time: June 20, 2017 10:30 AM

End time: June 20, 2017 11:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Create user stories for the meeting. Met with product owner and discussed changes to be made.
* What is planned to be done until the next scrum meeting?
* Assign user stories to each team member and continue to work on the project. Also met with product owner and came up with ideas to improve the user experience and other life improvements for the product.
* What are the hurdles?
* Figuring out how to improve the product to make the interface easier and more intuitive.

Deon Davis::

* What was done since the last scrum meeting?
* Met with product owners and created a backlog of user stories to implement regarding the UI. Met with product owner.
* What is planned to be done until the next scrum meeting?
* Assign user stories to each team member and continue to work on the project.
* What are the hurdles?
* Figuring out how to improve the product to make the interface easier and more intuitive.

Attendees: Edvin Li, Deon Davis

Start time: June 21, 2017 8:30 AM

End time: June 21, 2017 8:40 AM

Edvin Li::

* What was done since the last scrum meeting?
* Discussed with product owner during sprint review to come up with user stories.
* What is planned to be done until the next scrum meeting?
* Sprint retrospective meeting and plan out which user story to start on first.
* What are the hurdles?
* Getting started on the user stories.

Deon Davis::

* What was done since the last scrum meeting?
* Discussed with product owner during sprint review to come up with user stories.
* What is planned to be done until the next scrum meeting?
* Start on user stories.
* What are the hurdles?
* Understand more about the user story.

Attendees: Edvin Li, Deon Davis

Start time: June 22, 2017 12:30 PM

End time: June 22, 2017 1:00 PM

Edvin Li::

* What was done since the last scrum meeting?
* Sprint retrospective meeting.
* What is planned to be done until the next scrum meeting?
* The sprint planning meeting for further user stories and brainstorm ideas that we can implement at current skill level.
* What are the hurdles?
* Understanding Unity and what each individual person can contribute currently.

Deon Davis::

* What was done since the last scrum meeting?
* Sprint retrospective meeting.
* What is planned to be done until the next scrum meeting?
* The sprint planning meeting for further user stories and brainstorm ideas that we can implement at current skill level.
* What are the hurdles?
* Understanding Unity and what each individual person can contribute currently.

Attendees: Edvin Li, Deon Davis

Start time: June 23, 2017 9:30 AM

End time: June 23, 2017 10:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Sprint planning meeting.
* What is planned to be done until the next scrum meeting?
* Start adding geometry to the project. Consult the product owner and discuss what types to add and to where.
* What are the hurdles?
* Figuring out how to add geometry.

Deon Davis::

* What was done since the last scrum meeting?
* Sprint planning meeting.
* What is planned to be done until the next scrum meeting?
* Meet up with product owner to find out what animations are needed.
* What are the hurdles?
* Learn how to create an add animations to project.

Attendees: Edvin Li, Deon Davis

Start time: June 26 3:30 PM

End time: June 26 4:00 PM

Edvin Li::

* What was done since the last scrum meeting?
* Met with product owner and exam the geometry that is needed for the project.
* What is planned to be done until the next scrum meeting?
* Research how to implement this feature.
* What are the hurdles?
* Understanding what is needed and the coding necessary to implement user story.

Deon Davis::

* What was done since the last scrum meeting?
* Met with product owner.
* What is planned to be done until the next scrum meeting?
* Create animations to be added to the project.
* What are the hurdles?
* Knowing how to create animations and use it for the project.

Attendees: Edvin Li, Deon Davis

Start time: June 27 3:30 PM

End time: June 27 4:00 PM

Edvin Li::

* What was done since the last scrum meeting?
* Researched what types of geometry there are and how to add it.
* What is planned to be done until the next scrum meeting?
* Implement the geometry requested by product owner.
* What are the hurdles?
* Adding the code to the project to resolve the geometry issues.

Deon Davis::

* What was done since the last scrum meeting?
* Learn how to create animations.
* What is planned to be done until the next scrum meeting?
* Start creating animations.
* What are the hurdles?
* Having the animations match what is needed.

Attendees: Edvin Li, Deon Davis

Start time: June 28 11:30 AM

End time: June 28 12:00 PM

Edvin Li::

* What was done since the last scrum meeting?
* Finished creating geometries to be added to the project.
* What is planned to be done until the next scrum meeting?
* Discuss how to reduce loading time on application and possibly have GPS tracking.
* What are the hurdles?
* Figuring out the design to implement a GPS tracking feature.

Deon Davis::

* What was done since the last scrum meeting?
* Finished creating animations for the project.
* What is planned to be done until the next scrum meeting?
* Analyze existing calibration code for the project and figure out how to have it be automated.
* What are the hurdles?
* Analyzing code and how to edit it to be used.

Attendees: Edvin Li, Deon Davis

Start time: June 29 9:30 AM

End time: June 29 10:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Added geometries to the project.
* What is planned to be done until the next scrum meeting?
* Come up with new user stories to be added and plan for next sprint meeting.
* What are the hurdles?
* Find another user story to add.

Deon Davis::

* What was done since the last scrum meeting?
* Added animations to project.
* What is planned to be done until the next scrum meeting?
* Come up with new user stories to be added and plan for next sprint meeting.
* What are the hurdles?
* Find another user story to add.

Attendees: Edvin Li, Deon Davis

Start time: June 30 9:30 AM

End time: June 30 10:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Met with team member to discuss user stories we have drafted.
* What is planned to be done until the next scrum meeting?
* Refine existing user story ideas for presentation to product owner.
* What are the hurdles?
* Picking user stories that we can manage.

Deon Davis::

* What was done since the last scrum meeting?
* Met with team member to discuss user stories we have drafted.
* What is planned to be done until the next scrum meeting?
* Refine existing user story ideas for presentation to product owner.
* What are the hurdles?
* Picking user stories that we can manage.

Attendees: Edvin Li, Deon Davis

Start time: July 3 3:35 PM

End time: July 3 4:00 PM

Edvin Li::

* What was done since the last scrum meeting?
* Update documentation and manage our git repository to have updated information for all users.
* What is planned to be done until the next scrum meeting?
* Meet with product owner to select user stories.
* What are the hurdles?
* Organizing the project. Learning how to use Git properly and test it out.

Deon Davis::

* What was done since the last scrum meeting?
* Update documentation and manage our git repository to have updated information for all users.
* What is planned to be done until the next scrum meeting?
* Meet with product owner to select user stories.
* What are the hurdles?
* Meet with product owner to select user stories.

Attendees: Edvin Li, Deon Davis

Start time: July 5 2:50 PM

End time: July 5 3:00 PM

Edvin Li::

* What was done since the last scrum meeting?
* Learned how to use git and pushed our existing code to github and have members be on the same page. Learned branching methods and applied it.
* What is planned to be done until the next scrum meeting?
* Prepare for the sprint meeting tomorrow.
* What are the hurdles?
* Preparing for spring meeting tomorrow.

Deon Davis::

* What was done since the last scrum meeting?
* Pulled existing code from repository and created branches to maintain code version control.
* What is planned to be done until the next scrum meeting?
* Prepare for sprint meeting tomorrow.
* What are the hurdles?
* Preparing for spring meeting tomorrow.

Attendees: Edvin Li, Deon Davis

Start time: July 6 1:10 PM

End time: July 6 2:00 PM

Edvin Li::

* What was done since the last scrum meeting?
* Have github be up to date and planned for sprint meeting.
* What is planned to be done until the next scrum meeting?
* Drafted several user stories and presented it to product owner and then update documentation to reflect that sprint meeting.
* What are the hurdles?
* Get started on new user stories and apply git techniques while we do.

Deon Davis::

* What was done since the last scrum meeting?
* Have github be up to date and planned for sprint meeting.
* What is planned to be done until the next scrum meeting?
* Drafted several user stories and presented it to product owner and then update documentation to reflect that sprint meeting.
* What are the hurdles?
* Get started on new user stories and apply git techniques while we do.

Attendees: Edvin Li, Deon Davis

Start time: July 7 2:30 PM

End time: July 7 3:00 PM

Edvin Li::

* What was done since the last scrum meeting?
* Start the implementation for user story number 217, movement via touch.
* What is planned to be done until the next scrum meeting?
* Continue to finish adding the touch movement and test it on Android devices.
* What are the hurdles?
* Figuring out how to add touch movement.

Deon Davis::

* What was done since the last scrum meeting?
* Start implementation for user story number 219, loading screen.
* What is planned to be done until the next scrum meeting?
* Design the loading screen and add it to the application and have it track the loading process.
* What are the hurdles?
* Designing the loading screen and understanding how to create the loading animation.

Attendees: Edvin Li, Deon Davis

Start time: July 10 8:30 AM

End time: July 10 9:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Worked on adding touch movement to the application.
* What is planned to be done until the next scrum meeting?
* Finish adding the movement and move on to the next user story.
* What are the hurdles?
* Finishing the touch movement and have it working.

Deon Davis::

* What was done since the last scrum meeting?
* Worked on creating a loading screen.
* What is planned to be done until the next scrum meeting?
* Continue to work on loading screen.
* What are the hurdles?
* Finishing the loading screen and work on other user stories.

Attendees: Edvin Li, Deon Davis

Start time: July 11 11:30 AM

End time: July 11 11:45 AM

Edvin Li::

* What was done since the last scrum meeting?
* Added touch movement to the project and finishing up on its documentation.
* What is planned to be done until the next scrum meeting?
* Add the icon interaction and complete the documentation for that.
* What are the hurdles?
* Figuring out how to add the icon interactions.

Deon Davis::

* What was done since the last scrum meeting?
* Completed loading screen
* What is planned to be done until the next scrum meeting?
* Complete documentation and fix video bug
* What are the hurdles?
* Figuring out how to get video to work on mobile

Attendees: Edvin Li, Deon Davis

Start time: July 12 3:00 PM

End time: July 12 3:20 PM

Edvin Li::

* What was done since the last scrum meeting?
* Start working on the icon interaction.
* What is planned to be done until the next scrum meeting?
* Finish the icon interaction implementation and complete the documentation for it.
* What are the hurdles?
* Fixing the bugs with the interaction causing the player to fly off screen and testing it.

Deon Davis::

* What was done since the last scrum meeting?
* Worked on fixing video bug
* What is planned to be done until the next scrum meeting?
* Finish fixing video bug and other bugs on android
* What are the hurdles?
* Long time to build makes testing difficult

Attendees: Edvin Li, Deon Davis

Start time: July 13 9:40 AM

End time: July 13 10:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Met with product owner to discuss the Sprint and fixed bugs relating to touch input and movement for iOS.
* What is planned to be done until the next scrum meeting?
* Update all existing code to newer version of Google’s VR SDK.
* What are the hurdles?
* Fixing compatibility issues with google’s new SDK.

Deon Davis::

* What was done since the last scrum meeting?
* Finished fixing the video player bug and met with product owner.
* What is planned to be done until the next scrum meeting?
* Implement the touch input for movements to Android.
* What are the hurdles?
* Fixing compatibility issues with google’s new SDK.

Attendees: Edvin Li, Deon Davis

Start time: July 14 10:30 AM

End time: July 14 11:00 AM

Edvin Li::

* What was done since the last scrum meeting?
* Fixing bugs relating to google’s new VR. Creating a toggle option to enable or disable VR.
* What is planned to be done until the next scrum meeting?
* Refining the the toggle option and finishing up on bug fixes.
* What are the hurdles?
* Getting rid of the bugs.

Deon Davis::

* What was done since the last scrum meeting?
* Building the new application to have touch input for Android and fixing compatibility issues.
* What is planned to be done until the next scrum meeting?
* Fix Android bugs and implement movement.
* What are the hurdles?
* Have touch input work by editing the C# scripts.