## October 17, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5PM

End time: 5:15PM

Jose:

* What was done since the last scrum meeting?
* Finishing up working on the left handheld model
* What is planned to be done until the next scrum meeting?
* Finish rotation of the left handheld model
* What are the hurdles?
* N/A

Parker:

* What was done since the last scrum meeting?
* Finished up last touches on UI elements flipping over
* What is planned to be done until the next scrum meeting?
* Begin Development on makes thing disappear and reappear in Unity
* What are the hurdles?
* Learning Barrier

## October 18, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Finished movement on sync of left handheld object with hand
* What is planned to be done until the next scrum meeting?
* Beginning raycasting for movement around map
* What are the hurdles?
* Figuring out raycasting

Parker:

* What was done since the last scrum meeting?
* Research on best methodologies for making object disappear
* What is planned to be done until the next scrum meeting?
* Figure out how to remove objects
* What are the hurdles?
* I can’t delete the objects as I need them to reappear later

## October 19, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Figuring out raycasting
* What is planned to be done until the next scrum meeting?
* Continuing figuring out raycasting
* What are the hurdles?
* Learning raycasting

Parker:

* What was done since the last scrum meeting?
* Figured out how to have objects disappear
* What is planned to be done until the next scrum meeting?
* Master reappearance
* What are the hurdles?
* Can’t have the object reappear

## October 20, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Figuring out raycasting
* What is planned to be done until the next scrum meeting?
* Continuing figuring out raycasting
* What are the hurdles?
* Learning raycasting

Parker:

* What was done since the last scrum meeting?
* Object reappears without shading
* What is planned to be done until the next scrum meeting?
* Figure out how to have my object reappear with all of its textures
* What are the hurdles?
* Not sure yet, possibly the mesh renderer

## October 23, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Figured out raycasting
* What is planned to be done until the next scrum meeting?
* Implement teleportation
* What are the hurdles?
* Figure out keypresses with Oculus

Parker:

* What was done since the last scrum meeting?
* Figured out how to have objects disappear and reappear
* What is planned to be done until the next scrum meeting?
* Use Jose’s raycasting method for this part
* What are the hurdles?
* Must reimplement raycasting for UI elements

## October 24, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Registered Keypresses
* What is planned to be done until the next scrum meeting?
* Begin teleporting person to raycasted point
* What are the hurdles?
* NA

Parker:

* What was done since the last scrum meeting?
* Reimplemented Jose’s new Raycast method for UI elements
* What is planned to be done until the next scrum meeting?
* Begin developing UI elements appearing based on where you look
* What are the hurdles?
* NA

## October 25, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Teleporting to the raycast point
* What is planned to be done until the next scrum meeting?
* Continue figuring out teleportation
* What are the hurdles?
* NA

Parker:

* What was done since the last scrum meeting?
* Still focusing on having UI elements disappear and reappear
* What is planned to be done until the next scrum meeting?
* Having UI elements disappear and reappear when hovering over them
* What are the hurdles?
* NA

## October 26, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Teleportation Figured Out
* What is planned to be done until the next scrum meeting?
* Avoiding teleporting into walls
* What are the hurdles?
* Figuring out how to avoid teleportation into a wall

Parker:

* What was done since the last scrum meeting?
* Figured out Unity Object Tags
* What is planned to be done until the next scrum meeting?
* Implementing object tags for our objects in scene for better hovering effects
* What are the hurdles?
* Unity learning curve

## October 27, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Figuring out how to keep from teleporting into the ground or wall
* What is planned to be done until the next scrum meeting?
* Figure out how to keep from teleporting into the ground or wall
* What are the hurdles?
* NA

Parker:

* What was done since the last scrum meeting?
* Added tags to objects that require hovering
* What is planned to be done until the next scrum meeting?
* Begin Developing animations in the map that start over when viewed
* What are the hurdles?
* Need to view documentation

## October 30, 2017 (Sprint 4)

**Daily Scrum Meeting Minutes:**

Attendees: Parker, Jose

Start time: 5:30PM

End time: 5:40PM

Jose:

* What was done since the last scrum meeting?
* Figured out how to keep the person above the ground, but not out of a wall
* What is planned to be done until the next scrum meeting?
* Keep people from pointing into a wall
* What are the hurdles?
* NA

Parker:

* What was done since the last scrum meeting?
* Finished animations starting when raycasted over the weekend
* What is planned to be done until the next scrum meeting?
* Begin developing teleportation zones
* What are the hurdles?
* NA