Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <January 23, 2017, 12:00 PM>

End Time <January 23, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Nothing
* What is planned to be done until the next scrum meeting?
  + Watch the videos of the project
* What are the hurdles?
  + Videos are not clear

<Camilo Riviere>

* What was done since the last scrum meeting?
  + I attempted to install all of the necessary dependencies in order for the project to run, but the team from last semester failed to document what version of the Real Sense SDK they were using and myself along with my team were unable to successfully build the InteractivePaintV3 solution.
* What is planned to be done until the next scrum meeting?
  + Beginning next Sprint (Sprint 3), myself along with Professor Ortega will be focusing on the research side of the project in light of attempting to create a modularized framework for handling multiple input devices.
* What are the hurdles? Currently, the only hurdle that exists is the lack of proper documentation and installation instructions from last semester’s group, but we have been given a new and better direction with the project by Dr. Ortega.

<Jim Louro>

* What was done since the last scrum meeting?
  + Discuss when to meet to look at the code
* What is planned to be done until the next scrum meeting?
  + Watch the videos of the project
* What are the hurdles?
  + Videos not clear / Not enough documentation

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <January 24, 2017, 12:00 PM>

End Time <January 24, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Trying to download all SDKS and project
* What is planned to be done until the next scrum meeting?
  + Get it working
* What are the hurdles?
  + No clear instructions

<Camilo Riviere>

* *What was done since the last scrum meeting*? I attempted to install all of the necessary dependencies in order for the project to run, but the team from last semester failed to document what version of the Real Sense SDK they were using and myself along with my team were unable to successfully build the InteractivePaintV3 solution.
* *What is planned to be done until the next scrum meeting*? Beginning next Sprint (Sprint 3), myself along with Professor Ortega will be focusing on the research side of the project in light of attempting to create a modularized framework for handling multiple input devices.
* What are the hurdles? Currently, the only hurdle that exists is the lack of proper documentation and installation instructions from last semester’s group, but we have been given a new and better direction with the project by Dr. Ortega.

<Jim Louro>

* What was done since the last scrum meeting?
  + Trying to download all the sdk’s of the project
* What is planned to be done until the next scrum meeting?
  + Get it working
* What are the hurdles?
  + No clear instructions

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <January 25, 2017, 12:00 PM>

End Time <January 25, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Try getting the project to compile
* What is planned to be done until the next scrum meeting?
  + To try and get the project compiled
* What are the hurdles?
  + Missing files

<Camilo Riviere>

* *What was done since the last scrum meeting*? I attempted to install all of the necessary dependencies in order for the project to run, but the team from last semester failed to document what version of the Real Sense SDK they were using and myself along with my team were unable to successfully build the InteractivePaintV3 solution.
* *What is planned to be done until the next scrum meeting*? Beginning next Sprint (Sprint 3), myself along with Professor Ortega will be focusing on the research side of the project in light of attempting to create a modularized framework for handling multiple input devices.
* What are the hurdles? Currently, the only hurdle that exists is the lack of proper documentation and installation instructions from last semester’s group, but we have been given a new and better direction with the project by Dr. Ortega.

<Jim Louro>

* What was done since the last scrum meeting?
  + Trying to get the project to compile
* What is planned to be done until the next scrum meeting?
  + To try to get the project compiled
* What are the hurdles?
  + Missing files/Sdks/documentation

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <January 26, 2017, 12:00 PM>

End Time <January 26, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Try getting the project to compile
* What is planned to be done until the next scrum meeting?
  + To try and get the project compiled
* What are the hurdles?
  + No clear instructions, missing files

<Camilo Riviere>

* *What was done since the last scrum meeting*? I attempted to install all of the necessary dependencies in order for the project to run, but the team from last semester failed to document what version of the Real Sense SDK they were using and myself along with my team were unable to successfully build the InteractivePaintV3 solution.
* *What is planned to be done until the next scrum meeting*? Beginning next Sprint (Sprint 3), myself along with Professor Ortega will be focusing on the research side of the project in light of attempting to create a modularized framework for handling multiple input devices.
* What are the hurdles? Currently, the only hurdle that exists is the lack of proper documentation and installation instructions from last semester’s group, but we have been given a new and better direction with the project by Dr. Ortega.

<Jim Louro>

* What was done since the last scrum meeting?
  + Try to understand the code and see if we’re doing something wrong
* What is planned to be done until the next scrum meeting?
  + Read through every code file
* What are the hurdles?
  + No documentation in the Code

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <January 27, 2017, 12:00 PM>

End Time <January 27, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Try getting the project to compile
* What is planned to be done until the next scrum meeting?
  + To try and get the project compiled
* What are the hurdles?
  + Missing files, no clear instructions

<Camilo Riviere>

* What was done since the last scrum meeting? Project compilation.
* What is planned to be done until the next scrum meeting? Continue to try and get the project compiled.
* What are the hurdles? Missing header files and poor legacy documentation.

<Jim Louro>

* What was done since the last scrum meeting?
  + Read through the Code
* What is planned to be done until the next scrum meeting?
  + Finish reading through the Code
* What are the hurdles?
  + Lots of files with little notes

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <January 31, 2017, 12:00 PM>

End Time <January 31, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Try getting the project to compile
* What is planned to be done until the next scrum meeting?
  + To compile the program
* What are the hurdles?
  + No clear instructions and missing files

<Camilo Riviere>

* What was done since the last scrum meeting? Project compilation.
* What is planned to be done until the next scrum meeting? Read RealSense SDK Installation Documentation.
* What are the hurdles? Missing header files, and lack of proper documentation.

<Jim Louro>

* What was done since the last scrum meeting?
  + Read through most if not all of the includes and paths to see what dependencies exist in the software
* What is planned to be done until the next scrum meeting?
  + Link all SDK’s and hardware to test the code
* What are the hurdles?
  + SDK versions are not listed so we need to try and see what versions were used

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 1, 2017, 12:00 PM>

End Time <February 1, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Try getting the project to compile
* What is planned to be done until the next scrum meeting?
  + To try and compile the project
* What are the hurdles?
  + No clear instructions or files

<Camilo Riviere>

* What was done since the last scrum meeting? SDK versions were downloaded and linked to code to try and reduce errors
* What is planned to be done until the next scrum meeting? Continue downloading and testing different SDK versions for every device
* What are the hurdles? Too many dependencies in code and not having access to the SDK’s used last semester.

<Jim Louro>

* What was done since the last scrum meeting?
  + SDK versions were downloaded and linked to code to try and reduce errors
* What is planned to be done until the next scrum meeting?
  + Continue downloaded and testing different SDK versions for every device
* What are the hurdles?
  + Too many dependencies in code and not having access to the SDK’s used last semester

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 2, 2017, 12:00 PM>

End Time <February 2, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Try getting the project to compile
* What is planned to be done until the next scrum meeting?
  + To try and compile the program
* What are the hurdles?
  + Missing files, no clear instructions

<Camilo Riviere>

* What was done since the last scrum meeting? New header files were added.
* What is planned to be done until the next scrum meeting? Continue to try and get the project to compile.
* What are the hurdles? The hurdles are missing header files and lack of proper documentation from previous team.

<Jim Louro>

* What was done since the last scrum meeting?
  + SDK were linked and new header files were added
* What is planned to be done until the next scrum meeting?
  + Try to reduce errors
* What are the hurdles?
  + Too many errors when installing the SDK;s

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 3, 2017, 12:00 PM>

End Time <February 3, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Try getting the project to compile
* What is planned to be done until the next scrum meeting?
  + Find the missing header files
* What are the hurdles?
  + No instructions or website

<Camilo Riviere>

* *What was done since the last scrum meeting?*
  + SDK were linked and new header files were added.
* What is planned to be done until the next scrum meeting?
  + Error reduction.
* What are the hurdles?
  + No knowledge of what SDK to use since previous team did not explicity document what version they used.

<Jim Louro>

* What was done since the last scrum meeting?
  + SDK’s linked correctly yet still seeing errors
* What is planned to be done until the next scrum meeting?
  + Plan to move/delete code to delete dependencies on SDK
* What are the hurdles?
  + Code will not compile because the SDK’s we need are no longer availible

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 6, 2017, 12:00 PM>

End Time <February 6, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Change project scope
* What is planned to be done until the next scrum meeting?
  + Think of new project ideas
* What are the hurdles?
  + Project like this never been done before

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Project changed scope.
* What is planned to be done until the next scrum meeting?
  + Plan out a better framework for Interactive Paint.
* What are the hurdles?
  + Project of this nature and complexity has only been attempted by other educational institutions.

<Jim Louro>

* What was done since the last scrum meeting?
  + Tried to create the same environment as last semester
* What is planned to be done until the next scrum meeting?
  + Sit down with the project owner to discuss the scope of the project
* What are the hurdles?
  + We are not sure what to do with the code that doesn't compile

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 7, 2017, 12:00 PM>

End Time <February 7, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Start looking at new ideas
* What is planned to be done until the next scrum meeting?
  + See Prof. Ortega for the project ideas
* What are the hurdles?
  + Not clear what to do

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Group decided to scrap the old code and test QT to create a 3D multimodal interactive app.
* What is planned to be done until the next scrum meeting?
  + Test QT code
* What are the hurdles?
  + Learning QT

<Jim Louro>

* What was done since the last scrum meeting?
  + Scheduled a meeting with Professor Ortega
* What is planned to be done until the next scrum meeting?
  + See how the owner (Ortega) wants us to do with the project
* What are the hurdles?
  + No clear oal with current code

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 8, 2017, 12:00 PM>

End Time <February 8, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Start looking at qt as one of our main points for our project
* What is planned to be done until the next scrum meeting?
  + Try to watch and read videos on qt and try and understand it
* What are the hurdles?
  + Time

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Project changed scope. Ortega assigned Danny and Jim to do implementation and myself to do research.
* What is planned to be done until the next scrum meeting?
  + Start researching Observer Pattern
* What are the hurdles?
  + Time.

<Jim Louro>

* What was done since the last scrum meeting?
  + Decided to scrap old code and do a 3d multimodal interactive app
* What is planned to be done until the next scrum meeting?
  + See and test new environments for 3d multimodal interactive apps
* What are the hurdles?
  + Lots of possible environments

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 9, 2017, 12:00 PM>

End Time <February 9, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Look at qt code and APIs
* What is planned to be done until the next scrum meeting?
  + Try to understand the APIs and Code
* What are the hurdles?
  + Time

<Camilo Riviere>

* *What was done since the last scrum meeting?*
  + To date, I attempted to install all of the necessary dependencies in order for the project to run, but the team from last semester failed to document what version of the Real Sense SDK they were using and myself along with my team were unable to successfully build the InteractivePaintV3 solution.
* *What is planned to be done until the next scrum meeting?*
  + Beginning next Sprint (Sprint 3), myself along with Professor Ortega will be focusing on the research side of the project in light of attempting to create a modularized framework for handling multiple input devices.

*What are the hurdles?*

Currently, the only hurdle that exists is the lack of proper documentation and installation instructions from last semester’s group, but we have been given a new and better direction with the project by Dr. Ortega.

<Jim Louro>

* What was done since the last scrum meeting?
  + Looked at QT
* What is planned to be done until the next scrum meeting?
  + Test and understand QT API’s and system in general
* What are the hurdles?
  + Time

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 10, 2017, 12:00 PM>

End Time <February 10, 2017, 12:30 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Install qt and try to get it to work with visual studio
* What is planned to be done until the next scrum meeting?
  + Try to compile and run a few basic programs to test qt
* What are the hurdles?
  + None

<Camilo Riviere>

* *What was done since the last scrum meeting?*
  + I attempted to install all of the necessary dependencies in order for the project to run, but the team from last semester failed to document what version of the Real Sense SDK they were using and myself along with my team were unable to successfully build the InteractivePaintV3 solution.
* *What is planned to be done until the next scrum meeting?*
  + Beginning next Sprint (Sprint 3), myself along with Professor Ortega will be focusing on the research side of the project in light of attempting to create a modularized framework for handling multiple input devices.
* *What are the hurdles?*
  + Currently, the only hurdle that exists is the lack of proper documentation and installation instructions from last semester’s group, but we have been given a new and better direction with the project by Dr. Ortega.

<Jim Louro>

* What was done since the last scrum meeting?
  + Install QT and try to get a plug in working with Visual Studios
* What is planned to be done until the next scrum meeting?
  + Try to build and compile a few basic programs to test QT
* What are the hurdles?
  + None

Start Time <February 11, 2017, 12:00 PM>

End Time <February 11, 2017, 12:30 PM>

<Camilo Riviere>

* *What was done since the last scrum meeting?*
  + I read a published ACM article on how to apply design patterns to multimodal interaction.
* *What is planned to be done until the next scrum meeting?*
  + I intend to keep reading on multimodal design with the intent of drafting a research paper and applying it to the project.
* *What are the hurdles?*
  + Currently, there are no hurdles.

Start Time <February 12, 2017, 8:50 PM>

End Time <February 12, 2017, 9:50PM>  
<Camilo Riviere>

* *What was done since the last scrum meeting?* 
  + Today I continued my research on finding a suitable design pattern for Interactive Paint. I'm still convinced that the Observer pattern may be the most suitable and sustainable design pattern for this project. I envision the "Subject" of the Observer pattern as the Interaction Manager for Interactive Paint where the Interaction Manager will have a 1-Many Relationship with the Observers.
* *What is planned to be done until the next scrum meeting?*
  + I intend to view a YouTube video that is 1:30:17 in length that describes how to implement the Observer pattern in a manner which is thread safe.
* *What are the hurdles?*
  + Currently, there are no hurdles, but in the future I suspect that we will come across hurdles with the logical implementation of threads in our application.

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 13, 2017, 12:00 PM>

End Time <February 13, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Run a simple GUI
* What is planned to be done until the next scrum meeting?
  + Add some features to the GUI
* What are the hurdles?
  + None

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Viewed video on how to implement Observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Learn how to implement multiple modules
* What are the hurdles?
  + Currently, there are no hurdles.

<Jim Louro>

* What was done since the last scrum meeting?
  + Run a simple GUI
* What is planned to be done until the next scrum meeting?
  + Add some features to the GUI
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 14, 2017, 12:00 PM>

End Time <February 14, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Trying to learn some features in order to add it to the GUI
* What is planned to be done until the next scrum meeting?
  + Add some buttons to the GUI
* What are the hurdles?
  + None

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Researched on how to create observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Researched on how to create observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + Trying to learn some features in order to add it to the GUI
* What is planned to be done until the next scrum meeting?
  + Add some buttons to the GUI
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 15, 2017, 12:00 PM>

End Time <February 15, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Added some buttons to the GUI
* What is planned to be done until the next scrum meeting?
  + Learn how to add drop down menus to GUI
* What are the hurdles?
  + None

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Researched on how to properly implement threads in C++
* What is planned to be done until the next scrum meeting?
  + Researched on how to properly implement threads in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + Added some buttons to the GUI
* What is planned to be done until the next scrum meeting?
  + Learn how to add drop down menus to GUI
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 15, 2017, 12:00 PM>

End Time <February 15, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Added some buttons to the GUI
* What is planned to be done until the next scrum meeting?
  + Learn how to add drop down menus to GUI
* What are the hurdles?
  + None

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Read professor Ortega's implementation of Observer Pattern.
* What is planned to be done until the next scrum meeting?
  + Read cited papers in Ortegas published paper
* What are the hurdles?
  + None

<Jim Louro>

* What was done since the last scrum meeting?
  + Added some buttons to the GUI
* What is planned to be done until the next scrum meeting?
  + Learn how to add drop down menus to GUI
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 16, 2017, 12:00 PM>

End Time <February 16, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Add drop down menu to the GUI
* What is planned to be done until the next scrum meeting?
  + Learn how to save a file from the GUI
* What are the hurdles?
  + None

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Researched on how to properly implement threads in C++
* What is planned to be done until the next scrum meeting?
  + Researched on how to properly implement threads in C++
* What are the hurdles?
  + None

<Jim Louro>

* What was done since the last scrum meeting?
  + Added some buttons to the GUI
* What is planned to be done until the next scrum meeting?
  + Learn how to open a file for the GUI
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 17, 2017, 12:00 PM>

End Time <February 17, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Learned how to save a file from the GUI
* What is planned to be done until the next scrum meeting?
  + Learn how to create an object to draw on the GUI
* What are the hurdles?
  + None

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Researched on how to properly implement threads in C++
* What is planned to be done until the next scrum meeting?
  + Read professor Ortega's implementation of Observer Pattern.
* What are the hurdles?
  + None

<Jim Louro>

* What was done since the last scrum meeting?
  + Learned how to open a file for the GUI
* What is planned to be done until the next scrum meeting?
  + Learn how to create an object to draw to draw on the GUI
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 20, 2017, 12:00 PM>

End Time <February 20, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Learn how to draw an ellipse on the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Still Learning how to draw an ellipse on the GUI Canvas
* What are the hurdles?
  + No clear instructions

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Read cited papers in Ortegas published paper
* What is planned to be done until the next scrum meeting?
  + Read cited papers in Ortegas published paper
* What are the hurdles?
  + None

<Jim Louro>

* What was done since the last scrum meeting?
  + Learn how to draw a rectangle on the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Still Learning how to draw a rectangle on the GUI Canvas
* What are the hurdles?
  + No clear instructions

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 21, 2017, 12:00 PM>

End Time <February 21, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Still Learning how to draw an ellipse on the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Still Learning how to draw an ellipse on the GUI Canvas
* What are the hurdles?
  + No clear instructions

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Read cited papers in Ortegas published paper
* What is planned to be done until the next scrum meeting?
  + Read cited papers in Ortegas published paper
* What are the hurdles?
  + None

<Jim Louro>

* What was done since the last scrum meeting?
  + Learn how to draw a rectangle on the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Still Learning how to draw a rectangle on the GUI Canvas
* What are the hurdles?
  + No clear instructions

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 22, 2017, 12:00 PM>

End Time <February 22, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Learn how to draw an ellipse on the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Still Learning how to draw an ellipse on the GUI Canvas
* What are the hurdles?
  + No clear instructions

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Read cited papers in Ortegas published paper
* What is planned to be done until the next scrum meeting?
  + Read cited papers in Ortegas published paper
* What are the hurdles?
  + None

<Jim Louro>

* What was done since the last scrum meeting?
  + Learn how to draw a rectangle on the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Still Learning how to draw a rectangle on the GUI Canvas
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 23, 2017, 12:00 PM>

End Time <February 23, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Learned how to draw an ellipse on the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Learn how to implement pen width
* What are the hurdles?
  + No clear instructions

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Began implementation of synchronized Observer pattern in Java
* What is planned to be done until the next scrum meeting?
  + Continued implementation of synchronized Observer pattern in Java
* What are the hurdles?
  + None

<Jim Louro>

* What was done since the last scrum meeting?
  + Learned how to draw a rectangle on the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Learn how to add colors to the GUI Canvas
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 24, 2017, 12:00 PM>

End Time <February 24, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Learned how to implement pen width
* What is planned to be done until the next scrum meeting?
  + Learn how to draw a line
* What are the hurdles?
  + No Hurdles

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Continued implementation of synchronized Observer pattern
* What is planned to be done until the next scrum meeting?
  + Continued implementation of synchronized Observer pattern
* What are the hurdles?
  + None

<Jim Louro>

* What was done since the last scrum meeting?
  + Learned how to add colors to the GUI Canvas
* What is planned to be done until the next scrum meeting?
  + Learn how to draw a line
* What are the hurdles?
  + No Hurdles

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 27, 2017, 12:00 PM>

End Time <February 27, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Research how to free draw on the canvas
* What is planned to be done until the next scrum meeting?
  + Keep researching how to free draw on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Continued implementation of the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Continued implementation of the observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + Research on how to design a free hand pen
* What is planned to be done until the next scrum meeting?
  + See similar examples and ideas on how to create the pen
* What are the hurdles?
  + Limited info for QT 5.8 as it's the latest version

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <February 28, 2017, 12:00 PM>

End Time <February 28, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Researching how to draw on the canvas
* What is planned to be done until the next scrum meeting?
  + Implement how to draw on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Continued implementation of the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Continued implementation of the observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + More work on the free draw pen
* What is planned to be done until the next scrum meeting?
  + Get some code for then pen
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 1, 2017, 12:00 PM>

End Time <March 1, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Implementing how to draw on the canvas
* What is planned to be done until the next scrum meeting?
  + Keep implementing how to draw on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Continued implementation of the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Continued implementation of the observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + Wrote some code for the pen
* What is planned to be done until the next scrum meeting?
  + Run and test
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 2, 2017, 12:00 PM>

End Time <March 2, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Implementing how to draw on the canvas
* What is planned to be done until the next scrum meeting?
  + Keep implementing how to draw on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Continued implementation of the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Continued implementation of the observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + More code was added
* What is planned to be done until the next scrum meeting?
  + Test and modify code
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 3, 2017, 12:00 PM>

End Time <March 3, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Implementing how to draw on the canvas
* What is planned to be done until the next scrum meeting?
  + Keep implementing how to draw on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Continued implementation of the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Continued implementation of the observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + More code was added
* What is planned to be done until the next scrum meeting?
  + Test and modify code
* What are the hurdles?
* None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 6, 2017, 12:00 PM>

End Time <March 6, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Implemented how to draw on the canvas
* What is planned to be done until the next scrum meeting?
  + Learn how to fill on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Trying to implement the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Continued implementation of the observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + More code was added
* What is planned to be done until the next scrum meeting?
  + Test and modify code
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 7, 2017, 12:00 PM>

End Time <March 7, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Learn how to fill on the canvas
* What is planned to be done until the next scrum meeting?
  + Implement how to fill on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Trying to implement the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Continued implementation of the observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + Code for scribble was tested and passed now focus on eraiser
* What is planned to be done until the next scrum meeting?
  + Look up examples of erasing a pen line
* What are the hurdles?
  + Limited QT 5.8 documentation

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 8, 2017, 12:00 PM>

End Time <March 8, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Trying to implement how to fill on the canvas
* What is planned to be done until the next scrum meeting?
  + Keep trying to implement how to fill on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Trying to implement the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Continue implementation of Observer pattern in C++
* What are the hurdles?
  + None.

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 9, 2017, 12:00 PM>

End Time <March 9, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Trying to implement how to fill on the canvas
* What is planned to be done until the next scrum meeting?
  + Keep trying to implement how to fill on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Trying to implement the observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Completed Implementation of the observer pattern in C++.
* What are the hurdles?
  + None.

<Jim Louro>

* What was done since the last scrum meeting?
  + Implement erase
* What is planned to be done until the next scrum meeting?
  + Continue with Eraiser
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 10, 2017, 12:00 PM>

End Time <March 10, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + implemented how to fill on the canvas
* What is planned to be done until the next scrum meeting?
  + Learn how to have multiple touches on the canvas
* What are the hurdles?
  + none

<Camilo Riviere>

* What was done since the last scrum meeting?
  + Completed implementation of observer pattern in C++
* What is planned to be done until the next scrum meeting?
  + Implementation of a thread safe observer pattern in C++
* What are the hurdles?
  + Using custom thread safe code to implement the observer pattern is challenging.

<Jim Louro>

* What was done since the last scrum meeting?
  + More code was added
* What is planned to be done until the next scrum meeting?
  + Test and modify code for erase
* What are the hurdles?
  + None

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 20, 2017, 12:00 PM>

End Time <March 20, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Research how to undo an action on the canvas
* What is planned to be done until the next scrum meeting?
  + Research how to undo an action on the canvas
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 21, 2017, 12:00 PM>

End Time <March 21, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Start to implement undo action
* What is planned to be done until the next scrum meeting?
  + Continue to implement the undo action
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 22, 2017, 12:00 PM>

End Time <March 22, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Keep implementing the undo action
* What is planned to be done until the next scrum meeting?
  + Keep implementing the undo action
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 23, 2017, 12:00 PM>

End Time <March 23, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Keep implementing the undo action
* What is planned to be done until the next scrum meeting?
  + Keep implementing the undo action
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 24, 2017, 12:00 PM>

End Time <March 24, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Implemented the undo action
* What is planned to be done until the next scrum meeting?
  + Research how to connect Kinect and QT
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 27, 2017, 12:00 PM>

End Time <March 27, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Research on a main menu box
* What is planned to be done until the next scrum meeting?
  + Research on a main menu box
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 28, 2017, 12:00 PM>

End Time <March 28, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Research on a main menu box
* What is planned to be done until the next scrum meeting?
  + Research on a main menu box
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 29, 2017, 12:00 PM>

End Time <March 29, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Research on a main menu box
* What is planned to be done until the next scrum meeting?
  + Research on a main menu box
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 30, 2017, 12:00 PM>

End Time <March 30, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + Start implementing the main menu that connects single and multi programs
* What is planned to be done until the next scrum meeting?
  + Start implementing the main menu that connects single and multi programs
* What are the hurdles?
  + None

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <March 31, 2017, 12:00 PM>

End Time <March 31, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + implementing the main menu that connects single and multi programs
* What is planned to be done until the next scrum meeting?
  + implementing the main menu that connects single and multi programs
* What are the hurdles?
  + Qt problems with linkage errors

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <April 3, 2017, 12:00 PM>

End Time <April 3, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + implementing the main menu that connects single and multi programs
* What is planned to be done until the next scrum meeting?
  + implementing the main menu that connects single and multi programs
* What are the hurdles?
  + Qt problems with linkage errors

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <April 4, 2017, 12:00 PM>

End Time <April 4, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + implementing the main menu that connects single and multi programs
* What is planned to be done until the next scrum meeting?
  + implementing the main menu that connects single and multi programs
* What are the hurdles?
  + Qt problems with linkage errors

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <April 5, 2017, 12:00 PM>

End Time <April 5, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + implementing the main menu that connects single and multi programs
* What is planned to be done until the next scrum meeting?
  + implementing the main menu that connects single and multi programs
* What are the hurdles?
  + Qt problems with linkage errors

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <April 6, 2017, 12:00 PM>

End Time <April 6, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + implementing the main menu that connects single and multi programs
* What is planned to be done until the next scrum meeting?
  + implementing the main menu that connects single and multi programs
* What are the hurdles?
  + Qt problems with linkage errors

<Camilo Riviere>

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

<Jim Louro>

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

Attendees<Daniel Mederos, Camilo Riviere, Jim Louro>

Start Time <April 7, 2017, 12:00 PM>

End Time <April 7, 2017, 1:00 PM>

<Daniel Mederos>

* What was done since the last scrum meeting?
  + implementing the main menu that connects single and multi programs
* What is planned to be done until the next scrum meeting?
  + implementing the main menu that connects single and multi programs
* What are the hurdles?
  + Qt problems with linkage errors

<Camilo Riviere>

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

<Jim Louro>

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