**Daily Scrum Meeting Minutes: May 30th 2017**

Attendees: David Schiumerini, Richard Rodriguez

Start time: 7: 20 PM

End time: 7:40 PM

David Schiumerini:

* What was done since the last scrum meeting?
* Finished the advanced Android basic tutorials.
* What is planned to be done until the next scrum meeting?
* Plan for sprint two, set up user stories on mingle site and coordinate what is needed to be done and who will do what and when.
* What are the hurdles?
* Due to product owner Gummi and associates still out of town we are forced to postpone our Sprint Retrospective until after June 4th 2017 at Gummi’s earliest convenience. We also do not have a Sprint Planning nor received any formal documented user stories from them.

Richard Rodriguez:

* What was done since the last scrum meeting?
* Continue and ended the android basic tutorials.
* What is planned to be done until the next scrum meeting?
* Will continue to plan sprint 2.
* What are the hurdles?
* At the current moment Gummi is not back and will not be back until June 4th. We hope that we can meet with him on June 5th (at the latest) and he can add user stories so that we can start to work on those. At the current moment we still do not have concrete user stories to work on. We might have to get some of the user stories from Skill Court v7.0’s backlog, but Gummi had mentioned that their priorities had changed, so we are at a stand still. The Sprint Review is currently on pause because the product owner is not available. In regards to Mingle, we were able to remove the cards that had been placed incorrectly since there were no stories that could be attached to. New ones will be created to reflect what we had done with us acting as the product owners.

**Daily Scrum Meeting Minutes: May 31st, 2017**

Attendees: Richard Rodriguez, David Schiumerini

Start time: 5:30 PM

End time: 5:42 PM

David Schiumerini:

* What was done since the last scrum meeting?
* Sent friendly reminder to Gummi and Tony about sending us their User stories that they told us they would work on in New York.
* What is planned to be done until the next scrum meeting?
* Hopefully start working on those user stories that Gummi and Tony worked (or will finish up) on this week.
* What are the hurdles?
* No new ones, still doing research on Andriod App development and awaiting further instructions via User Stories.

Richard Rodriguez:

* What was done since the last scrum meeting?
* Waiting to meet with product owner so that he can add user stories to Mingle to plan sprint 2.
* What is planned to be done until the next scrum meeting?
* Pick-and-select features to be implemented to work on something. Will plan on implementing the sounds on the game start and game end.
* What are the hurdles?
* Unable to get in contact with product owner (currently traveling between continents), which means we have yet to have our sprint review, sprint retrospective, and next sprint planning. David contacted him via slack and we are hoping to get some kind of action on his part. If implementing the sounds, I will be unable to test it because we do not have the pads with the leds.

**Daily Scrum Meeting Minutes: June 1st, 2017**

Attendees: David Schiumerini, Richard Rodriguez

Start time: 8:15 PM

End time: 8:45

David Schiumerini:

* What was done since the last scrum meeting?
* Received the three documented user stories, then successfully added them to the mingle to be worked on at the start of Sprint 2.

* What is planned to be done until the next scrum meeting?
* Research emulation techniques for testing software without the Arduino hardware, or come up with a less elaborate method of mocking the Arduino gameplay hardware in order to have full access and ability to test to software for minor implementations like adding a sound at the beginning and end of the game.
* What are the hurdles?
* None yet, only thing to keep in mind is that this software implementation of the Arduino hardware will only be useful for testing minor enhancements and should not be relied upon when implementing software that may have higher risk.

Richard Rodriguez:

* What was done since the last scrum meeting?
* I was able to fix the mingle cards and setup the view correctly. Another feature to be implemented is the on the start of every game and end, there should be a sound.
* What is planned to be done until the next scrum meeting?
* Will continue to set up mingle as our product owner or his designees come up with the features they want to implement. In the meantime, I’ll research the addition of the sound to be included in the game.
* What are the hurdles?
* Although Gummi is currently traveling, Tony was able to come up with a story for us to implement. We’ll have to research it to see if it’s feasible. We are hoping to get together with Gummi on June 5th, a day after he comes back from his trip, to finalize the sprint review and retrospective, and sign-off on sprint 2.

**Daily Scrum Meeting Minutes: June 2nd, 2017**

Attendees: David Schiumerini, Richard Rodriguez

Start time: 4:30 PM

End time: 4:58 PM

David Schiumerini:

* What was done since the last scrum meeting?
* Researched different possible ways to emulate the Arduino hardware to be able to test minimal aspects of the software.
* What is planned to be done until the next scrum meeting?
* Try to implement a mock of the Arduino hardware to be able to access the parts of the software that is not currently accessible without the use of the Arduino hardware.
* What are the hurdles?
* There is no surefire way of emulating the Arduino hardware that we are aware of at this time. I will try to simply mock the hardware for now in order to be able to access the entire app and open the possibility to test minor enhancements like a start and finish game sound.

Richard Rodriguez:

* What was done since the last scrum meeting?
* Began to brainstorm on the tasks to break down the story. Ran into trouble setting up Mingle, as adding cards seems to be a bit redundant.
* What is planned to be done until the next scrum meeting?
* Continue working on the mingle setup and start researching how to best implement the arduino emulator and at the same time how to get the sound at the game start and end.
* What are the hurdles?
* So far I have looked at a few arduino emulators, but none of them support a direct contact between an Android emulator, as all of the emulators run a sandbox and do not provide a USB connection. Will report at a later time if we’re able to find any.

**Daily Scrum Meeting Minutes: June 5th, 2017**

Attendees: David Schiumerini, Richard Rodriguez

Start time: 8:06 PM

End time: 8:13 PM

David Schiumerini:

* What was done since the last scrum meeting?
* Held a Skype call between Gummi, Richard and myself; we had our Sprint 1 Review meeting, and Sprint 2 Planning meeting. Clarified some ideas Gummi had regarding where he wanted to take the project and other issues that arose.
* What is planned to be done until the next scrum meeting?
* Meet up with Richard to better organize how we will proceed with the three user stories provided to us today. Also might have access to Arduino pads tomorrow or on thursday depending on when Gummi is available.
* What are the hurdles?
* None

Richard Rodriguez:

* What was done since the last scrum meeting?
* Resolve the issues with Mingle and brainstormed/researched the api for the sounds on Android. Had a conference call with Gummi, David, and myself, and he was able to give us stories in detail, that we can now use to create tasks.
* What is planned to be done until the next scrum meeting?
* Planning on breaking down those stories into achievable tasks so that we can enter them into Mingle and assign them to the team.
* What are the hurdles?
* We have not been able to get the hardware (Arduino and pads) that connect to the Skill Court app. However, Gummi assured us that he will be meeting with us on either Tuesday or Thursday, so that we can go over it, and he will present other ideas. We will set time aside as a task to perform these.

**Daily Scrum Meeting Minutes: June 6th, 2017**

Attendees: David Schiumerini, Richard Rodriguez

Start time: 8:21 PM

End time: 8:38 PM

David Schiumerini:

* What was done since the last scrum meeting?
* Further brainstorming on how to emulate the Arduino hardware to be accessible in a software version.
* What is planned to be done until the next scrum meeting?
* Code User Story #1071 Red Lights off when not in use, to be able to test on Thursday 4 PM when Gummi brings the Arduino hardware.
* What are the hurdles?
* None.

Richard Rodriguez:

* What was done since the last scrum meeting?
* Brainstormed a bit about how to break down the emulator for the Arduino/Android setup and the sound for the beginning of the game.
* What is planned to be done until the next scrum meeting?
* Planning on brainstorming more on the current processes and how those will be affected by the implementation of an emulator. Will begin coding the sound at the beginning and end of each game.
* What are the hurdles?
* Still waiting on the product owner, Gummi, to get back to us to see if we will be using the source code from their private repository or the public one used by the Skill Court v7.0 team (last semester). He should be contacting us either today or tomorrow to give us a final answer.

**Daily Scrum Meeting Minutes: June 7th, 2017**

Attendees: David Schiumerini, Richard Rodriguez

Start time: 3:10 PM

End time: 3:20 PM

David Schiumerini:

* What was done since the last scrum meeting?
* Met up with Richard and started illustrating interphases, layouts and sharing ideas on how to implement user case #1054.
* What is planned to be done until the next scrum meeting?
* Finish up user case #1071 (red lights) for testing on hardware tomorrow with Gummi.
* What are the hurdles?
* Existing MVP code is outdated and interphases are extremely difficult to customise. I encountered a problem where I am unable to find where most buttons in the system lead to. When you select a button in the development environment it should display where “onClick” would lead and these fields are empty.

Richard Rodriguez:

* What was done since the last scrum meeting?
* Looked at the Skill Court code and David and I were able to mock a connection. Also, worked on drawing and brainstorming the logic to bypass the Arduino hardware.
* What is planned to be done until the next scrum meeting?
* Planning on re-creating the rest of the layouts and the pseudo-logic that powers it.
* What are the hurdles?
* We ran into problems running the Skill Court MPV (private code). The code seems to be so old (over 4 months ago) and Android Studio has gone through so many changes that the MVP version is not compatible with the only Android Studio version that is available. Gummi really wants us to use the MVP version, so we will have to research each error individually to see how best to make it compatible with the current version of Android Studio. One major drawback about this is that we cannot use all of the tools available at our disposal, since there is a major lapse between versions. Screenshots of all of these will be added as we encounter them.

**Daily Scrum Meeting Minutes: June 8th, 2017**

Attendees: David Schiumerini, Richard Rodriguez

Start time: 10:37

End time: 10:49

David Schiumerini:

* What was done since the last scrum meeting?
* Met with Gummi and got a introduction to the Arduino hardware where we were able to fully test the existing app. He then entrusted me with the hardware so that Richard and myself could easily test all the features we’ve made and will continue to generate.
* What is planned to be done until the next scrum meeting?
* I plan on downloading an APK with my Red light feature on my android phone for testing. I will continue to develop and test that feature then hopefully move on to the next User Case.
* What are the hurdles?
* After a discussion with Gummi we came to the agreement that the Emulation feature is unnecessary due to the time it will take to develop and the time we have left. Instead we will focus more on the current features of bettering the User Accounts and Coaching Pre-Determined Sequences.

Richard Rodriguez:

* What was done since the last scrum meeting?
* Had the face-to-face meeting with Gummi and he gave us a short history of Skill Court, how it came into existence, and the direction he is planning on taking. He gave us a few more ideas and we showed him some of the diagrams of what we were planning on doing. Also, we went over the time lines, and advised him that we only have four more weeks. He is thinking of dropping the emulator request, but as with any sprint, we cannot start working on something new; have to wait until the next sprint planning.
* What is planned to be done until the next scrum meeting?
* Continue working on implementing the sounds on the game start/end and reach to the previous developers so that they can advise me on the sequence methods (this was a request made by Gummi).
* What are the hurdles?
* Gummi thinks that there won’t be sufficient time for the emulation and therefore, he wants to drop it. We will continue to work on the rest of the user stories we have left and he will check if he can provide us with new lines that are more realistic with the time frame we have left.

**Daily Scrum Meeting Minutes: June 9th, 2017**

Attendees: David Schiumerini, Richard Rodriguez

Start time: 4:15 PM

End time: 4:23 PM

David Schiumerini:

* What was done since the last scrum meeting?
* Met up with Richard in PG6 set up the hardware and tried, to no avail, for over four hours to get our app to connect to the Andruino pads.
* What is planned to be done until the next scrum meeting?
* Group call with Richard and Gummi for Sprint 2 Review, then Monday meet up with Felix who will help us with Arduino hardware.
* What are the hurdles?
* Arduinos would never connect to our new patch (origin from a 4 month old code) The “AndruinoConnectionManager” on SkillCourt 7.0(last semester), SkillCourt/MVP (one we are directed to use), and the SkillCourt App (origin unknown) on the Android Phone we were provided, ALL had different IP’s to connect to the pads. After over four hours of editing and trying different sets of IP’s we still could never connect.

Richard Rodriguez:

* What was done since the last scrum meeting?
* Tested and added the last implementation of playing a sound.
* What is planned to be done until the next scrum meeting?
* David and I will have the sprint review later tonight with our product owner, Gummi. We will provide feedback of the app status.
* What are the hurdles?
* The Skill Court system connects to the Android app on the phone that they were using, however, when we compiled our source code, it doesn’t connect to the pads, which means that the Skill Court system does not work. This can be due to mishandled ip addresses or code that does not run as previously stated. This will be mentioned to Gummi and he will need to decide where he wants to concentrate on, if we are to continue adding functions (which we will not be able to test) or if we are to overhaul the code to work with the new Android updates/patches.