***SKILLCOURT 9.0****DAILY SCRUM MEETING MINUTES FOR THE 2017 FALL SEMESTER*

**Scrum Meeting #1 -- Sprint #1 -- Monday August 28th 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Read up on the project itself.
* What is planned to be done until the next scrum meeting?
* Understand the project furthermore and gather some ideas on some tools to use.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Read up on the project to understand it.
* What is planned to be done until the next scrum meeting?
* Read more and try to do some research on some tools to use.
* What are the hurdles?
* None.

**Scrum Meeting #2 -- Sprint #1 -- Tuesday August 29th 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to read up on the project itself.
* What is planned to be done until the next scrum meeting?
* Continue understanding the project furthermore and gather some ideas on some tools to use
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Continue to read up on the project to understand it.
* What is planned to be done until the next scrum meeting?
* Continue to read more and try to do some research on some tools to use.
* What are the hurdles?
* None.

**Scrum Meeting #3 -- Sprint #1 -- Wednesday, August 30th 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to read up on the project itself.
* What is planned to be done until the next scrum meeting?
* Set up Android Studio.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Continue to read up on the project to understand it.
* What is planned to be done until the next scrum meeting?
* Set up Android Studio.
* What are the hurdles?
* None.

**Scrum Meeting #4 -- Sprint #1 -- Thursday, August 31st 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to read up on the project itself.
* Android Studio was set up.
* What is planned to be done until the next scrum meeting?
* Practice and get comfortable with Android Studio
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Continue to read up on the project to understand it.
* Had some issues setting up Android Studio with Mac.
* What is planned to be done until the next scrum meeting?
* Figure out how to resolve the issues with installation.
* Practice and get comfortable with Android Studio.
* What are the hurdles?
* Installation of Android Studio with Mac.

**Scrum Meeting #5 -- Sprint #1 -- Friday, September 1st 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to read up on the project itself.
* Practice with some project on Android Studio.
* What is planned to be done until the next scrum meeting?
* Continue to practice and get comfortable with Android Studio over the weekend
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Continue to read up on the project to understand it.
* Resolved the issue of installation with Android Studio.
* What is planned to be done until the next scrum meeting?
* Practice and get comfortable with Android Studio over the weekend.
* What are the hurdles?
* None.

**Scrum Meeting #6 -- Sprint #1 -- Tuesday, September 5th 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Became more comfortable with Android Studio.
* What is planned to be done until the next scrum meeting?
* Try to get the code from Skill Court 7.0 working with Android Studio.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Did some practice projects to get comfortable with Android Studio.
* What is planned to be done until the next scrum meeting?
* Download and try to get the code from Skill Court 7.0 running with Android Studio.
* What are the hurdles?
* None.

**Wednesday, September 6th 2017 – Friday, September 15th 2017**

***No meetings due to Hurricane Irma***

**Scrum Meeting #7 -- Sprint #2 -- Monday, September 18th 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Able to get the Skill Court project running in Android Studio.
* What is planned to be done until the next scrum meeting?
* Read through the code base to understand the project implementation.
* What are the hurdles?
* No internet at home due to Hurricane Irma.

Leonardo Varon:

* What was done since the last scrum meeting?
* Able to get the Skill Court project running in Android Studio.
* What is planned to be done until the next scrum meeting?
* Read through the code base to understand the project implementation.
* What are the hurdles?
* None.

**Scrum Meeting #8 -- Sprint #2 -- Tuesday September 19th 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to read the code base in Android Studio.
* What is planned to be done until the next scrum meeting?
* Meet with the product owner to discuss what to change in the current implementation of the project.
* What are the hurdles?
* No internet at home due to Hurricane Irma.

Leonardo Varon:

* What was done since the last scrum meeting?
* Continue to read the code base in Android Studio.
* What is planned to be done until the next scrum meeting?
* Meet with the product owner to discuss what to change in the current implementation of the project.
* What are the hurdles?
* None.

**Scrum Meeting #9 -- Sprint #2 -- Wednesday September 20th 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to read the code base in Android Studio.
* What is planned to be done until the next scrum meeting?
* Read up on network service discovery for android in order to implement a better way for the hardware to connect with the app.
* What are the hurdles?
* No internet at home due to Hurricane Irma.

Leonardo Varon:

* What was done since the last scrum meeting?
* Continue to read the code base in Android Studio.
* What is planned to be done until the next scrum meeting?
* Look into a login/register issue that crashes the app when you register and then try to re-login.
* What are the hurdles?
* None.

**Scrum Meeting #10 -- Sprint #2 -- Thursday September 21st 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Research on network service discovery in android.
* What is planned to be done until the next scrum meeting?
* Implement start code for network service discovery.
* What are the hurdles?
* No internet at home due to Hurricane Irma.

Leonardo Varon:

* What was done since the last scrum meeting?
* Found the issue regarding registering and logging in crashing the app.
* Fixed the issue allowing the user to log in after registering.
* What is planned to be done until the next scrum meeting?
* Make sure the whole authentication system is error free.
* What are the hurdles?
* None.

**Scrum Meeting #11 -- Sprint #2-- Friday September 22nd 2017**

Attendees: Joshua Mclendon, Leonardo Varon

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Implemented starter class for network service discovery.
* What is planned to be done until the next scrum meeting?
* Link the class with the Main Activity so that the service broadcast starts when the user is authenticated and doesn’t have to explicitly start the service.
* What are the hurdles?
* No internet at home due to Hurricane Irma.

Leonardo Varon:

* What was done since the last scrum meeting?
* Found another issue with the authentication system.
* What is planned to be done until the next scrum meeting?
* Redo the whole authentication system and UI.
* What are the hurdles?
* None.

**Scrum Meeting #12 -- Sprint #2-- Monday September 25th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Nicolas is just joining due to his previous project being shutdown by Hurricane Harvey

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Linked the network service discovery class with the Main Activity and was successful in broadcasting the service. However the service stops when the user exits the app.
* What is planned to be done until the next scrum meeting?
* Find a better solution to keeping the service alive even if the Activity gets destroyed (meaning the user exits the app).
* What are the hurdles?
* No internet at home due to Hurricane Irma.

Leonardo Varon:

* What was done since the last scrum meeting?
* Look up tutorials on Firebase and authenticating users with Firebase.
* What is planned to be done until the next scrum meeting?
* Implement registering a user with Firebase, also redoing the UI.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* None.
* What is planned to be done until the next scrum meeting?
* Learn the project concept and code base.
* What are the hurdles?
* Behind in terms of being comfortable with knowing the project.

**Scrum Meeting #13 -- Sprint #2-- Tuesday September 26th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Found a better implementation of keeping the network service discovery service alive by using android services.
* What is planned to be done until the next scrum meeting?
* Re-implement the network service discovery with an android service.
* What are the hurdles?
* No internet at home due to Hurricane Irma.

Leonardo Varon:

* What was done since the last scrum meeting?
* Implemented a new register service with an updated UI.
* What is planned to be done until the next scrum meeting?
* Work on new log in UI and service.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Learn the project and code base.
* What is planned to be done until the next scrum meeting?
* Continue reading through the code and tutorials on Android.
* What are the hurdles?
* Behind in terms of being comfortable with knowing the project.

**Scrum Meeting #14 -- Sprint #2-- Wednesday September 27th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Implemented the network service discovery with an android service.
* What is planned to be done until the next scrum meeting?
* Handle disconnecting from a network which doesn’t stop the service so the socket connects are still open and not being reset.
* What are the hurdles?
* No internet at home due to Hurricane Irma.

Leonardo Varon:

* What was done since the last scrum meeting?
* Started implementing a new log in UI with a new log in service.
* What is planned to be done until the next scrum meeting?
* Finish the log in.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Continue to learn the project, code base and Android programming.
* What is planned to be done until the next scrum meeting?
* Look up tutorials on broadcast receivers in order to listen for system events so the rest of the app can know when a socket connection is connected and disconnected.
* What are the hurdles?
* None.

**Scrum Meeting #15 -- Sprint #2-- Thursday September 28th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Implemented fail safes when the network gets disconnected.
* What is planned to be done until the next scrum meeting?
* Link the fail safes Nicolas receiver to catch when there is a disconnection of the network or a socket.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Finished log in UI and system
* What is planned to be done until the next scrum meeting?
* Link it up with the flow of the rest of the app.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Read up on broadcast receivers and implemented a network change receiver to handle when the network state is changed (like being connected or disconnected).
* What is planned to be done until the next scrum meeting?
* Merge with Josh’s code to handle reconnecting when the network is reconnected after a disconnect.
* What are the hurdles?
* None.

**Scrum Meeting #16 -- Sprint #2-- Friday September 29th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Finished network service discovery and handling any disconnection problems that might cause the service to not stop and restart.
* What is planned to be done until the next scrum meeting?
* Start brainstorming on a communication system once the connection is established.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Integrated the authentication system with the Main Activity to start Josh’s and Nicolas’ code when a user is authenticated.
* What is planned to be done until the next scrum meeting?
* Start brainstorming ideas on a new UI for the Main Activity.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Linked with Josh’s code to handle any network issues and also be able to retrieve the right amount of pads currently connected.
* What is planned to be done until the next scrum meeting?
* Continue getting caught up on the code base and other Android programming concepts needed.
* What are the hurdles?
* None.

**Scrum Meeting #17 -- Sprint #3-- Monday October 2nd 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continued to implemented fail safes when the network gets disconnected.
* What is planned to be done until the next scrum meeting?
* Continue to link the fail safes Nicolas receiver to catch when there is a disconnection of the network or a socket.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Finished linking up the flow with the rest of the app
* What is planned to be done until the next scrum meeting?
* Started looking into more UI designs
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Merged code with Josh’s to handle reconnection when network is reconnected after a disconnected.
* What is planned to be done until the next scrum meeting?
* Look into a start game UI.
* What are the hurdles?
* None.

**Scrum Meeting #18 -- Sprint #3-- Tuesday October 3rd 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Linked the fail safes Nicolas receiver to catch when there is a disconnection of the network or a socket.
* What is planned to be done until the next scrum meeting?
* Started working with Nick to implement a start game design.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Found some UI design ideas for “game over” screen.
* What is planned to be done until the next scrum meeting?
* Start to implement the game over screen.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Found some UI design for start game.
* What is planned to be done until the next scrum meeting?
* Work with Josh to get a UI design and game mode.
* What are the hurdles?
* None.

**Scrum Meeting #19 -- Sprint #3-- Wednesday October 4th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to work with Nick to implement a start game design.
* What is planned to be done until the next scrum meeting?
* Continue working with Nick to implement a start game design.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Started implementing some UI design to the game over screen
* What is planned to be done until the next scrum meeting?
* Continue to implement the game over screen.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Started working with Josh with the start game design.
* What is planned to be done until the next scrum meeting?
* Continue to work with Josh to get a UI design and game mode.
* What are the hurdles?
* None.

**Scrum Meeting #20 -- Sprint #3-- Thursday October 5th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to work with Nick to implement a start game design.
* What is planned to be done until the next scrum meeting?
* Continue working with Nick to implement a start game design.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Started implementing some UI design to the game over screen
* What is planned to be done until the next scrum meeting?
* Continue to implement the game over screen.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Started working with Josh with the start game design.
* What is planned to be done until the next scrum meeting?
* Continue to work with Josh to get a UI design and game mode.
* What are the hurdles?
* None.

**Scrum Meeting #21 -- Sprint #3-- Friday October 6th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to work with Nicke to implement a start game design.
* What is planned to be done until the next scrum meeting?
* Continue working with Nick to implement a start game design.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Started implementing some UI design to the game over screen
* What is planned to be done until the next scrum meeting?
* Continue to implement the game over screen.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Started working with Josh with the start game design.
* What is planned to be done until the next scrum meeting?
* Continue to work with Josh to get a UI design and game mode.
* What are the hurdles?
* None.

**Scrum Meeting #22 -- Sprint #3-- Monday October 9th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Finished implementing a start game design.
* What is planned to be done until the next scrum meeting?
* Start researching methods to count the hits and misses during a game
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Finished implementing the game over UI
* What is planned to be done until the next scrum meeting?
* Started researching to grab the hit/miss data and display it dynamically.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Continue to clean up the UI for start game.
* What is planned to be done until the next scrum meeting?
* Start researching a counter to count the hits and misses
* What are the hurdles?
* None.

**Scrum Meeting #23 -- Sprint #3-- Tuesday October 10th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to research methods to count the hits and missed during the game.
* What is planned to be done until the next scrum meeting?
* Continue researching methods to count the hits and misses during a game
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Finished implementing the game over UI
* What is planned to be done until the next scrum meeting?
* Started researching to grab the hit/miss data and display it dynamically.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Continue to clean up the UI for start game.
* What is planned to be done until the next scrum meeting?
* Continue researching a counter to count the hits and misses
* What are the hurdles?
* None.

**Scrum Meeting #24 -- Sprint #3-- Wednesday October 11th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Continue to research methods to count the hits and missed during the game.
* What is planned to be done until the next scrum meeting?
* Continue researching methods to count the hits and misses during a game
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Finished implementing the game over UI
* What is planned to be done until the next scrum meeting?
* Started researching to grab the hit/miss data and display it dynamically.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Continue to clean up the UI for start game.
* What is planned to be done until the next scrum meeting?
* Continue researching a counter to count the hits and misses
* What are the hurdles?
* None.

**Scrum Meeting #25 -- Sprint #3-- Thursday October 12th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Started implementing a method to count the hits/misses.
* What is planned to be done until the next scrum meeting?
* Start working with Leo to pass the hit/miss data to his game over screen.
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Found a method to grab the hit/miss data from the start game page.
* What is planned to be done until the next scrum meeting?
* Work with Josh to receive his data to the “game over” screen.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Work with Josh to pass the hit/miss data to “game over” screen.
* What is planned to be done until the next scrum meeting?
* Continue to work with Josh on the hit/miss counter.
* What are the hurdles?
* None.

**Scrum Meeting #26 -- Sprint #3-- Friday October 13th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
* Finished the method to pass the hit/miss data.
* What is planned to be done until the next scrum meeting?
* Test the game over screen to see if it’s reading the hit/miss data from the board
* What are the hurdles?
* None.

Leonardo Varon:

* What was done since the last scrum meeting?
* Finished the game over screen where it receives the hit/miss data.
* What is planned to be done until the next scrum meeting?
* Test to see if the hit/miss data is being correctly passed during a real game.
* What are the hurdles?
* None.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
* Start Game screen is complete
* What is planned to be done until the next scrum meeting?
* Test with group to see if the app is reading the correct hit/miss during an actual game.
* What are the hurdles?
* None.

**Scrum Meeting #27 -- Sprint #4-- Monday October 16th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Tested the Game over screen to see if the hit/miss stats were correct
* What is planned to be done until the next scrum meeting?
  + Test the game over screen using the actual pads
* What are the hurdles?
  + Unable to test properly since the game pads were needed. Virtually tested may not reflect an actual game.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Worked with Joshua to test the hit/miss statistics.
* What is planned to be done until the next scrum meeting?
  + Test to see if the hit/miss data is being correctly passed during a real game with the actual game pads
* What are the hurdles?
  + Virtual raspberry pi used to test; needed real pads from engineer

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Tested hit/miss statistics with Android Studio and virtual raspberry pi
* What is planned to be done until the next scrum meeting?
  + Test the virtual raspberry pi to ensure the numbers recorded are correctly displayed on the app
* What are the hurdles?
  + None.

**Scrum Meeting #28 -- Sprint #4-- Tuesday October 17th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Reviewed UI options for the Game Over screen concerning the hit/miss statistics
* What is planned to be done until the next scrum meeting?
  + Work with Michael, mechanical engineer, to test hit/miss with pads
* What are the hurdles?
  + None.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Implemented a navigation bar at the bottom of the app
* What is planned to be done until the next scrum meeting?
  + Work with Josh and Michael to test the app using the actual pads
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Tested virtual game pads(raspberry pi’s) and what app is displaying
* What is planned to be done until the next scrum meeting?
  + Work with Josh, Leo and Michael using physical pads to ensure the same results fund with virtual pads are equal to results with real pads
* What are the hurdles?
  + None.

**Scrum Meeting #29 -- Sprint #4-- Wednesday October 18th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 8:00 pm

End time: 8:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Worked with physical pads to test configuration and correct display of results returned from pads.
* What is planned to be done until the next scrum meeting?
  + Continue to resolve issues from testing
* What are the hurdles?
  + None.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Used pads with Josh to determine issues not found with virtual tests
* What is planned to be done until the next scrum meeting?
  + Add icons to the new bottom navigation/menu bar
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Determined issues from using pads with Random Game mode
* What is planned to be done until the next scrum meeting?
  + Correct issues in the Random Game mode
* What are the hurdles?
  + None.

**Scrum Meeting #30 -- Sprint #4-- Thursday October 19th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Attempted to fix the app displaying the incorrect hit/miss stats
* What is planned to be done until the next scrum meeting?
  + Improve the UI of the hit/miss statistics section
* What are the hurdles?
  + Cannot be sure of fix until pads are available on sunday.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Added home, Settings and Game mode to the navigation bar.
* What is planned to be done until the next scrum meeting?
  + Put the title of the icons below in the nav bar
* What are the hurdles?
  + Have to create a separate class to remove a built in Android studio feature.

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Determined connection closes once phone is locked.
* What is planned to be done until the next scrum meeting?
  + Solve closed connection and configuration within random game mode.
* What are the hurdles?
  + Real pads may behave differently.

**Scrum Meeting #31 -- Sprint #4-- Friday October 20th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Added graphics to the hit/miss statistics.
* What is planned to be done until the next scrum meeting?
  + Continue Modifying UI for hit/miss and test to see if patch was successful with real pads
* What are the hurdles?
  + None.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Added constant title text below menu icons
* What is planned to be done until the next scrum meeting?
  + Implement Status bar on the top including pad configuration information
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + App now forces game to end after locking phone
* What is planned to be done until the next scrum meeting?
  + Improve Random Game UI
* What are the hurdles?
  + None.

**Scrum Meeting #32 -- Sprint #4-- Monday October 23rd 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Tested pad connection with app, correcting bugs with pi and app communication.
* What is planned to be done until the next scrum meeting?
  + Brainstorm ideas on improving statistics UI
* What are the hurdles?
  + None.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Added Status bar at the top of the app with an icon displaying number of pads
* What is planned to be done until the next scrum meeting?
  + Add functionality to the icon to view more information on connected pads
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Added new display for the Random Game mode
* What is planned to be done until the next scrum meeting?
  + Assist Josh with UI and connection issues with the pi/pads and the app Game mode
* What are the hurdles?
  + None.

**Scrum Meeting #33 -- Sprint #4-- Tuesday October 24th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Improved on and tested multiple UI choices for the after game statistics
* What is planned to be done until the next scrum meeting?
  + Test configuration and pad-app communication non-virtually
* What are the hurdles?
  + None.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Incorporated functionality into pad icon in status bar
* What is planned to be done until the next scrum meeting?
  + Continue implementing functions or information into status bar pad icon
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Work with Josh to pair changes to game stats with Random Game UI
* What is planned to be done until the next scrum meeting?
  + Work with Josh to verify if previous bugs continue to show with gameplay(two lit pads at the same time etc..)
* What are the hurdles?
  + None.

**Scrum Meeting #34 -- Sprint #4-- Wednesday October 25th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 7:30 pm

End time: 7:40 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Tested new UI with pads and discovered new bugs
* What is planned to be done until the next scrum meeting?
  + Collaborate with Nicolas to fix game and pad communication
* What are the hurdles?
  + None.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Added number of pads connected to status bar
* What is planned to be done until the next scrum meeting?
  + Add a function allowing the user to identify which number corresponds to which pad
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Improved on Random game UI and found bugs with the pads receiving and distributing information
* What is planned to be done until the next scrum meeting?
  + Continue working with Josh and Michael to resolve any delays in hit/miss communication and problems arising from it.
* What are the hurdles?
  + None.

**Scrum Meeting #35 -- Sprint #4-- Thursday October 26th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Found multithreading issues with pads after first game(in second game)
* What is planned to be done until the next scrum meeting?
  + Determine possible solutions to why stats are wrong after the first game
* What are the hurdles?
  + None.

Leonardo Varon:

* What was done since the last scrum meeting?
  + Added a feature that the corresponding pad shows a color when user selects a number
* What is planned to be done until the next scrum meeting?
  + Continue working on said feature
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Multithreading issues were identified
* What is planned to be done until the next scrum meeting?
  + Work with Josh to incorporate thread control
* What are the hurdles?
  + None.

**Scrum Meeting #36 -- Sprint #4-- Friday October 27 th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Implementing mutex locks
* What is planned to be done until the next scrum meeting?
  + Continue working on thread control.
* What are the hurdles?
  + Unfamiliar with multi threading in python

Leonardo Varon:

* What was done since the last scrum meeting?
  + Finished status bar so that users can identify which pad is which
* What is planned to be done until the next scrum meeting?
  + Test new feature with actual pads
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Work with Josh to manage threads for the pads
* What is planned to be done until the next scrum meeting?
  + Research python multithreading
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #37 -- Sprint #5-- Monday October 30 th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Passed on the multi threading to Nick
* What is planned to be done until the next scrum meeting?
  + Start looking into adding a show pads feature during a game
* What are the hurdles?
  + Unfamiliar with multi threading in python

Leonardo Varon:

* What was done since the last scrum meeting?
  + Finished status bar so that users can identify which pad is which
* What is planned to be done until the next scrum meeting?
  + Start thinking about a redesign for the game over screen
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue to work with Python threads
* What is planned to be done until the next scrum meeting?
  + Research python multithreading
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #38 -- Sprint #5-- Tuesday October 31 th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into ways to implement a way to show the active pads
* What is planned to be done until the next scrum meeting?
  + Continue to research a way to implement active pads during game play
* What are the hurdles?
  + Unfamiliar with dynamic and active icon displays

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to look into a better and improve game over design
* What is planned to be done until the next scrum meeting?
  + Continue to look into some designs examples.
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue to work with Python threads
* What is planned to be done until the next scrum meeting?
  + Research python multithreading
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #39 -- Sprint #5-- Wednesday November 1 st 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into ways to implement a way to show the active pads
* What is planned to be done until the next scrum meeting?
  + Continue to research a way to implement active pads during game play
* What are the hurdles?
  + Unfamiliar with dynamic and active icon displays

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to look into a better and improve game over design
* What is planned to be done until the next scrum meeting?
  + Continue to look into some designs examples.
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue to work with Python threads
* What is planned to be done until the next scrum meeting?
  + Research python multithreading
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #40 -- Sprint #5-- Thursday November 2 nd 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into ways to implement a way to show the active pads
* What is planned to be done until the next scrum meeting?
  + Continue to research a way to implement active pads during game play
* What are the hurdles?
  + Unfamiliar with dynamic and active icon displays

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to look into a better and improve game over design
* What is planned to be done until the next scrum meeting?
  + Continue to look into some designs examples.
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue to work with Python threads
* What is planned to be done until the next scrum meeting?
  + Research python multithreading
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #41 -- Sprint #5-- Monday November 6 th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into ways to implement a way to show the active pads
* What is planned to be done until the next scrum meeting?
  + Continue to research a way to implement active pads during game play
* What are the hurdles?
  + Unfamiliar with dynamic and active icon displays

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to look into a better and improve game over design
* What is planned to be done until the next scrum meeting?
  + Continue to look into some designs examples.
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue to work with Python threads
* What is planned to be done until the next scrum meeting?
  + Research python multithreading
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #42 -- Sprint #5-- Tuesday November 7 th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + started the implementation of a dynamic view of the active pads
* What is planned to be done until the next scrum meeting?
  + Continue to work on the implementation
* What are the hurdles?
  + Unfamiliar with dynamic and active icon displays

Leonardo Varon:

* What was done since the last scrum meeting?
  + Started implementation of the redesign game over screen.
* What is planned to be done until the next scrum meeting?
  + Continue to work on the implementation.
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Made improvement with the python threads
* What is planned to be done until the next scrum meeting?
  + Continue to improve and test out the new threads
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #43 -- Sprint #5-- Wednesday November 8 th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + started the implementation of a dynamic view of the active pads
* What is planned to be done until the next scrum meeting?
  + Continue to work on the implementation
* What are the hurdles?
  + Unfamiliar with dynamic and active icon displays

Leonardo Varon:

* What was done since the last scrum meeting?
  + Started implementation of the redesign game over screen.
* What is planned to be done until the next scrum meeting?
  + Continue to work on the implementation.
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Made improvement with the python threads
* What is planned to be done until the next scrum meeting?
  + Continue to improve and test out the new threads
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #44 -- Sprint #5-- Thursday November 9 th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + started the implementation of a dynamic view of the active pads
* What is planned to be done until the next scrum meeting?
  + Continue to work on the implementation
* What are the hurdles?
  + Unfamiliar with dynamic and active icon displays

Leonardo Varon:

* What was done since the last scrum meeting?
  + Started implementation of the redesign game over screen.
* What is planned to be done until the next scrum meeting?
  + Continue to work on the implementation.
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Made improvement with the python threads
* What is planned to be done until the next scrum meeting?
  + Continue to improve and test out the new threads
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #45 -- Sprint #5-- Friday November 10th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Finalized the implementation of the displaying of active pads
* What is planned to be done until the next scrum meeting?
  + Test the new implementation
* What are the hurdles?
  + Unfamiliar with dynamic and active icon displays

Leonardo Varon:

* What was done since the last scrum meeting?
  + Finalized the implementation of the redesign game over screen.
* What is planned to be done until the next scrum meeting?
  + Get with team to test out the redesigned feature.
* What are the hurdles?
  + None

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Made improvement with the python threads
* What is planned to be done until the next scrum meeting?
  + Test out the pads to check for improvement with game play.
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #46 -- Sprint #6-- Monday November 13th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Finalized the implementation of the displaying of active pads
* What is planned to be done until the next scrum meeting?
  + Start looking into implementing a play button to the main screen
* What are the hurdles?
  + None

Leonardo Varon:

* What was done since the last scrum meeting?
  + Finalized the implementation of the redesign game over screen.
* What is planned to be done until the next scrum meeting?
  + Start looking into implementing a bottom navigation to the main screen
* What are the hurdles?
  + Unfamiliar with navigation bars

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Made improvement with the python threads
* What is planned to be done until the next scrum meeting?
  + Start researching the smoothing algorithm
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #47 -- Sprint #6-- Tuesday November 14th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into implementing the play button
* What is planned to be done until the next scrum meeting?
  + Continue to research into the play button implementation
* What are the hurdles?
  + None

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to research a bottom navigation bars in Android
* What is planned to be done until the next scrum meeting?
  + Continue researching on how to implement a bottom navigation to the main screen
* What are the hurdles?
  + Unfamiliar with navigation bars

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue researching the smoothing algorithm.
* What is planned to be done until the next scrum meeting?
  + Continue researching the smoothing algorithm
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #48 -- Sprint #6-- Wednesday November 15th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into implementing the play button
* What is planned to be done until the next scrum meeting?
  + Continue to research into the play button implementation
* What are the hurdles?
  + None

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to research a bottom navigation bars in Android
* What is planned to be done until the next scrum meeting?
  + Continue researching on how to implement a bottom navigation to the main screen
* What are the hurdles?
  + Unfamiliar with navigation bars

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue researching the smoothing algorithm.
* What is planned to be done until the next scrum meeting?
  + Continue researching the smoothing algorithm
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #49 -- Sprint #6-- Thursday November 16th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into implementing the play button
* What is planned to be done until the next scrum meeting?
  + Continue to research into the play button implementation
* What are the hurdles?
  + None

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to research a bottom navigation bars in Android
* What is planned to be done until the next scrum meeting?
  + Continue researching on how to implement a bottom navigation to the main screen
* What are the hurdles?
  + Unfamiliar with navigation bars

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue researching the smoothing algorithm.
* What is planned to be done until the next scrum meeting?
  + Continue researching the smoothing algorithm
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #50 -- Sprint #6-- Friday November 17th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into implementing the play button
* What is planned to be done until the next scrum meeting?
  + Continue to research into the play button implementation
* What are the hurdles?
  + None

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to research a bottom navigation bars in Android
* What is planned to be done until the next scrum meeting?
  + Continue researching on how to implement a bottom navigation to the main screen
* What are the hurdles?
  + Unfamiliar with navigation bars

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue researching the smoothing algorithm.
* What is planned to be done until the next scrum meeting?
  + Continue researching the smoothing algorithm
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #51 -- Sprint #6-- Monday November 20th 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into implementing the play button
* What is planned to be done until the next scrum meeting?
  + Continue to research into the play button implementation
* What are the hurdles?
  + None

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to research a bottom navigation bars in Android
* What is planned to be done until the next scrum meeting?
  + Continue researching on how to implement a bottom navigation to the main screen
* What are the hurdles?
  + Unfamiliar with navigation bars

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue researching the smoothing algorithm.
* What is planned to be done until the next scrum meeting?
  + Continue researching the smoothing algorithm
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #52 -- Sprint #6-- Tuesday November 21st 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Continued to look into implementing the play button
* What is planned to be done until the next scrum meeting?
  + Continue to research into the play button implementation
* What are the hurdles?
  + None

Leonardo Varon:

* What was done since the last scrum meeting?
  + Continued to research a bottom navigation bars in Android
* What is planned to be done until the next scrum meeting?
  + Continue researching on how to implement a bottom navigation to the main screen
* What are the hurdles?
  + Unfamiliar with navigation bars

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Continue researching the smoothing algorithm.
* What is planned to be done until the next scrum meeting?
  + Continue researching the smoothing algorithm
* What are the hurdles?
  + Unfamiliar with multi threading in python

**Scrum Meeting #53 -- Sprint #6-- Wed November 22st 2017**

Attendees: Joshua Mclendon, Leonardo Varon, Nicolas Dabdoub

Start time: 3:00 pm

End time: 3:10 pm

Joshua Mclendon:

* What was done since the last scrum meeting?
  + Finalized the implementing the play button
* What is planned to be done until the next scrum meeting?
  + Tested out the new play button
* What are the hurdles?
  + None

Leonardo Varon:

* What was done since the last scrum meeting?
  + Finalized the bottom navigation bars in Android
* What is planned to be done until the next scrum meeting?
  + tested out the implemented bottom navigation.
* What are the hurdles?
  + Unfamiliar with navigation bars

Nicolas Dabdoub:

* What was done since the last scrum meeting?
  + Finalized the implementation of the smoothing algorithm.
* What is planned to be done until the next scrum meeting?
  + Tested out the improved the smoothing algorithm with the pads
* What are the hurdles?
  + Unfamiliar with multi threading in python