Project Title:

**Urban Theater**

Student Members:

**Olena Tkachenko**

**Renan Santana**

Product Owners:

**Ali Mostafavi**

Mentors:

**Peeraya Inyim**

**Maria Presa**

Instructor:

**Masoud Sadjadi**

Date: 1/19/2016

Attendees: Olena Tkachenko, Renan Santana, Leonardo Bobadilla, and Peeraya Inyim

Start time: 6:30 PM

End time: 8:11 PM

Student: Renan Santana

* What was done since the last scrum meeting?

1. Discuss vision of project
2. Demo of possible out look of the project

* What is planned to be done until the next scrum meeting?

1. Design prototype of interface
   1. Discuss/Create user stories ( no user stories yet )
2. Research Unity real world height map
3. Research Unity water physics

* What are the hurdles?

1. There’s no specific or definitive functionalities ( What should be in the simulation )
2. Product Owner is out of town ( skype or call )

Student: Olena Tkachenko

* What was done since the last scrum meeting?

1. Discuss vision of project
2. Demo of possible out look of the project

* What is planned to be done until the next scrum meeting?

1. Design prototype of interface
   1. Discuss/Create user stories ( no user stories yet )
2. Research Unity real world height map
3. Research Unity water physics

* What are the hurdles?

1. There’s no specific or definitive functionalities ( What should be in the simulation? )
2. Product Owner is out of town ( skype or call )

Date: 1/20/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:15 pm

End time: 3:00 PM

Renan:

* What was done since the last scrum meeting?

1. Prototyped Interface Design
   1. Defined User Stories
2. Demo of oculus

* What is planned to be done until the next scrum meeting?

1. Product Owner approval of user stories
2. Discuss project features with product owner
3. Create user stories

* What are the hurdles?

1. There’s no specific or definitive functionalities ( What should be in the simulation? )
2. Product Owner is out of town ( skype or call )

Olena:

* What was done since the last scrum meeting?

1. demo of oculus
2. meet with mentors
3. decide urban theatre features

* What is planned to be done until the next scrum meeting?

1. discuss sea level rise solutions
2. Create user stories
3. mingle update

* What are the hurdles?

1. setting up meeting with product owner
2. determining features for UDT (Urban Decision theatre)

Date: 1/21/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Created sequence diagram of User story #666
2. Created Unity menu example (research)
3. Refined Mingle cards

* What is planned to be done until the next scrum meeting?

1. Define more User Stories
2. Create Class Diagram
3. Complete Task #670 Implement starting canvas

* What are the hurdles?

1. Getting used to Unity development

Olena:

* What was done since the last scrum meeting?

1. watched Oculus Unity tutorial
2. Watched Unity slider tutorial
3. Created sequence diagram

* What is planned to be done until the next scrum meeting?

1. finish the diagrams
2. Complete Task: #673 Implementing Budget Slider
3. define more userstories

* What are the hurdles

1. Creating more userstories
2. Researching Unity testing techniques

Date: 1/24/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Project cloned (Git)
2. Starting User Story #677
3. Nearly complete User Story #666 (Pushed to Git / missing integration testing)

* What is planned to be done until the next scrum meeting?

1. Refine Diagrams if needed
2. Continue user story #677
3. Meet with team member to do code merge

* What are the hurdles?

1. Research Unity Testing (Unit Testing / Integration testing)

Olena:

* What was done since the last scrum meeting?

1. finished documentation for user story #633 budget slider
2. implemented user story #633 budget slider
3. tried to open the city unity project (our starting point)

* What is planned to be done until the next scrum meeting?

1. pick a new user story
2. try to integrate new project with our existing code
3. familiarize with the stating urban unity project
4. Code merge

* What are the hurdles?

1. familiarize with the stating urban unity project(open it first)
2. Research Unity Testing (Unit Testing / Integration testing)

Date: 1/25/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 6:30 PM

End time: 7:00 PM

Renan:

* What was done since the last scrum meeting?

1. Task # 691 done
2. Diagram updated (task# 691)
3. Research more about water physics

* What is planned to be done until the next scrum meeting?

1. Code integration
2. Refine Sprint planning
3. Update diagrams / Mingle
4. User Story # 666 & 677 needs testing

* What are the hurdles?

1. Research Unity Testing (Unit Testing / Integration testing)

Olena:

* What was done since the last scrum meeting?

1. uploaded my task to github
2. completed documentation of userstory

* What is planned to be done until the next scrum meeting?

1. Sprint compliance is off (email/sort it out)
2. research integration testing
3. pick a use case

* What are the hurdles?

1. Integration testing
2. open the unity template we got from Ali

Date: 1/26/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Refined the diagrams
2. Pushed Task #671 to remote
3. Performing Unity Testing

* What is planned to be done until the next scrum meeting?

1. Continue unit testing (Task #671)
2. Start integration Testing (User story #666 with User story #677)
3. Document the test

* What are the hurdles?

1. Getting familiar with Unity testing

Olena:

* What was done since the last scrum meeting?

1. copied my slider objects to Renan’s Canvas scene
2. pushed the final result to github develop branch

* What is planned to be done until the next scrum meeting?

1. research into unity integration test (task 675)
2. research into unity unit testing Task 675

* What are the hurdles?

1. how to begin the game: island vs small urban area
2. Unity testing

Date: 1/27/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 6:30 PM

End time: 6:45 PM

Renan:

* What was done since the last scrum meeting?

1. Unit testing done for Tasks #671 & #691
2. Integration testing of Tasks #671 & #691 done
3. Research Unity Test Tools

* What is planned to be done until the next scrum meeting?

1. Select User stories for next Sprint
2. Feasibility research of user stories

* What are the hurdles?

1. Unity testing can be difficult

Olena:

* What was done since the last scrum meeting?

1. watched unity testing and integration testing tutorials

* What is planned to be done until the next scrum meeting?

1. implement unit testing and integration testing

* What are the hurdles?

1. select further user stories

Date: 1/28/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 6:30 PM

End time: 6:45 PM

Renan:

* What was done since the last scrum meeting?

1. Select User stories for next Sprint
2. Feasibility research of user stories
3. Updated Mingle

* What is planned to be done until the next scrum meeting?

1. Prepare for Monday
2. Create executable
3. Sprint Retrospective Meeting

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Unit test of Budget Slider
2. Working on implementing dynamic integration

* What is planned to be done until the next scrum meeting?

1. prepare for Friday sprint
2. Prepare for Monday Demo
3. Update mingle

* What are the hurdles?

1. None

Date: 1/31/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 6:30 PM

End time: 6:45 PM

Renan:

* What was done since the last scrum meeting?

1. Meeting with product owner
2. Sprint retrospective / planning 1

* What is planned to be done until the next scrum meeting?

1. Start task #698 (Create skybox)
2. Start documentation

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Sprint meeting(with product owner)
2. Sprint planning

* What is planned to be done until the next scrum meeting?

1. Meet with Prof. Sadjadi for Sprint demo.
2. Research navigation of player in unity environment (user story #704)
3. Research boundary for player navigation.

* What are the hurdles?

1. Environment to test this in.
2. Player controls(special vs. keyboard/mouse)

Date: 2/1/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 4:00 PM

End time: 4:15 PM

Renan:

* What was done since the last scrum meeting?

1. Created skybox
2. Created Miami 3d model
3. Imported Urban 3d model

* What is planned to be done until the next scrum meeting?

1. Refine documentation
2. Refine User stories
3. Continue work on the Miami 3d model

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. looking for tutorials for navigation
2. Review of Sprint 1 with Sadjadi

* What is planned to be done until the next scrum meeting?

1. Fix the Feature document of las user story
2. Research of navigation

* What are the hurdles?

1. Documentation research

Date: 2/2/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 3:15 PM

Renan:

* What was done since the last scrum meeting?

1. Refining previous documentation

* What is planned to be done until the next scrum meeting?

1. Continue work Miami model and Urban Model
2. Peer review documents

* What are the hurdles?

1. Defining Unity API classes

Olena:

* What was done since the last scrum meeting?

1. Fixed feature document: seq, class, user story
2. navigation tutorial

* What is planned to be done until the next scrum meeting?

1. finish navig tutorial
2. start documentation

* What are the hurdles?

1. N/A

Date: 2/3/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Finished refining previous documentation
2. Continue work on Miami model (texturing and sizing)
3. Blender tutorial on 3D models

* What is planned to be done until the next scrum meeting?

1. Continue working on 3D model of Miami

* What are the hurdles?

1. Modeling and texturing 2km is a lot.

Olena:

* What was done since the last scrum meeting?

1. finish navig tutorial
2. start documentation

* What is planned to be done until the next scrum meeting?

1. continue on documentation
2. start implementation of borders and navig

* What are the hurdles?

1. N/A

Date: 2/4/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Miami terrain done
2. Terrain texture done
3. Some features done
4. Lighting done

* What is planned to be done until the next scrum meeting?

1. Documentation

* What are the hurdles?

1. Understanding the Unity framework

Olena:

* What was done since the last scrum meeting?

1. implement navigation component
2. implement border component

* What is planned to be done until the next scrum meeting?

1. experiment addons to navig component
2. finish documentation

* What are the hurdles?

1. None so far

Date: 2/7/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Documentation
2. Unit test of begin button

* What is planned to be done until the next scrum meeting?

1. Update diagram
2. Continue unit test cases

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. implementation experimenting of character
2. documentation review

* What is planned to be done until the next scrum meeting?

1. Documentation update (diagrams)
2. begin testing

* What are the hurdles?

N/A

Date: 2/8/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Testing done
2. Updated diagrams

* What is planned to be done until the next scrum meeting?

1. Feasibility of next user story
2. Create mock diagrams

* What are the hurdles?

1. Water function is unknown yet

Olena:

* What was done since the last scrum meeting?

1. redo the implementation of the player movement

* What is planned to be done until the next scrum meeting?

1. establish boundary for player movement in the plane
2. continue with new implementation of movement

* What are the hurdles?

1. None for now

Date: 2/9/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Evaluated the next user story
2. Updated Mingle user story
3. Created document
4. Created Use Case

* What is planned to be done until the next scrum meeting?

1. Create diagrams

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. trying to implement 3rd person dynamic camera controller/ mouse orbit with zoom (need more time)

* What is planned to be done until the next scrum meeting?

1. Do a simple 1st person controller
2. If have extra time work on 1st person dynamic camera controller (with a mouse)

* What are the hurdles?

1. None

Date: 2/10/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Adjusted Sea water settings in SimulationScene
2. Updated use case in user story 676
3. Designing the implementation of GameTime and SeaLevel scripts

* What is planned to be done until the next scrum meeting?

1. Continue with design
2. Continue updating use case
3. Continue refining user story 677
4. Start diagram for user story 676

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Finished implementation of first person controller and camera
2. updated sequence diagram

* What is planned to be done until the next scrum meeting?

1. Update the rest of the Feature document/ and testing
2. Prepare for sprint

* What are the hurdles?

1. None so far.

Date: 2/11/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Pushed recent changes to github
2. Continued documentation of user story 676
3. Updated post conditions in user story 677

* What is planned to be done until the next scrum meeting?

1. Sudo-code the GameTime

* What are the hurdles?

1. Unsure of how to approach the game time.

Olena:

* What was done since the last scrum meeting?

1. Documentation for user story #704
2. Unit testing for user story #704

* What is planned to be done until the next scrum meeting?

1. prepare for Sprint meeting, pick a user story
2. integration of user story #704
3. Integration and finish unit testing.

* What are the hurdles?

1. N/A

Date: 2/14/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Created user story 722
2. Created use case and seq diagram

* What is planned to be done until the next scrum meeting?

1. Create class diagram
2. Research HUD and do an example

* What are the hurdles?

1. HUD

Olena:

* What was done since the last scrum meeting?

1. Get approval to Integrate navigation component.
2. Research the oculus feature addition
3. Sprint meeting

* What is planned to be done until the next scrum meeting?

1. pick a definite user story
2. do beginning research into oculus features.
3. start documentation outline

* What are the hurdles?

1. Access to oculus is on EC campus (not always easily available)

Date: 2/15/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 4:00 PM

End time: 4:15 PM

Renan:

* What was done since the last scrum meeting?

1. Documentation for user story 722 done
2. Starting research of HUD

* What is planned to be done until the next scrum meeting?

1. Continue research and start example
2. Implement display budget

* What are the hurdles?

1. HUD

Olena:

* What was done since the last scrum meeting?

1. Sprint review demo with Sadjadi
2. Oculus research for controller

* What is planned to be done until the next scrum meeting?

1. Oculus implementation
2. Documentation
3. think of user story to showcase skills

* What are the hurdles?

1. None

Date: 2/16/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Implemented HUD budget
2. Implemented a PersistentData class to capture the data of the previous scene, since the previous data in the scene gets destroyed.

* What is planned to be done until the next scrum meeting?

1. Linking the persistent data with the HUDBudget.
2. Revise the document.

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. implement Oculus VR FPC..

* What is planned to be done until the next scrum meeting?

1. Document the user story #717

* What are the hurdles?

1. Testing the Oculus VR FPC implementation

Date: 2/17/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. User story 722 complete
2. Started user story 728 Game Time
3. Started implementation of GameTime

* What is planned to be done until the next scrum meeting?

1. Continue implementation

* What are the hurdles?

1. GameTime logical progress needs more thought

Olena:

* What was done since the last scrum meeting?

1. ICave Unity documentation (research)
2. documentation for user story #717

* What is planned to be done until the next scrum meeting?

1. Finish the features document
2. research how to make mesh for pump
3. Brainstorm new user stories to showcase skills

* What are the hurdles?

1. None

Date: 2/18/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Documentation and implementation of game time is done.

* What is planned to be done until the next scrum meeting?

1. Pick new user story.
2. Create report for product owner (update what has been done).

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Research unity water mesh, whirlpool implementation

* What is planned to be done until the next scrum meeting?

1. Begin implementing pump mesh for water drainage
2. Feature Documentation for pump water user story

* What are the hurdles?

1. None so far.

Date: 2/21/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Revision of document 728 and 722

* What is planned to be done until the next scrum meeting?

1. Create new user story & document
2. Start implementation of new user story

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Research NGUI for player panel (pump) click and drag
2. Research instantiating prefabs at runtime

* What is planned to be done until the next scrum meeting?

1. Documentation revise, start on new user story
2. Design pump image as an FBX file
3. get a 3D application builder to build the city water pump image

* What are the hurdles?

1. None so far

Date: 2/22/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

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

1. Power outage in apt the whole day. I have my development environment setup on my desktop. Will make up hours on Friday.

Olena:

* What was done since the last scrum meeting?

1. Looked for img of a underground water pump as reference and template

* What is planned to be done until the next scrum meeting?

1. Documentation i neglected before
2. 3-D image of water pump

* What are the hurdles?

1. None

Date: 2/23/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Started 734 user story
2. Began implementation of task 742
3. Mingle updated
   1. User story 734 fully created (labeled the tasks and its details)
4. Created document for 734
   1. User Story written

* What is planned to be done until the next scrum meeting?

1. Figure out sea level function using cosine to get high/low tide

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Finished documentation for #717
2. mingle user story #682
3. started documentation for #682

* What is planned to be done until the next scrum meeting?

1. continue documentation for #682
2. begin research #682

* What are the hurdles?

1. Find the time to test Oculus in lab

Date: 2/24/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Created math function of tide from NOAA
2. Split the user story (sea level (split) moon phase)

* What is planned to be done until the next scrum meeting?

1. Add randomizer to have the tides appear more natural natural.
2. Experiment with the display (how to notify the user of how the tides are changing)

* What are the hurdles?

1. Test coming up (need to study for it)

Olena:

* What was done since the last scrum meeting?

1. Continued documentation for #682
2. Research in #682

* What is planned to be done until the next scrum meeting?

1. look for water pump prefabs and images
2. Research in #682

* What are the hurdles?

1. n/a

Date: 2/25/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Split user story again (sea level manager (split) display)
2. Linked the sea model with the equation

* What is planned to be done until the next scrum meeting?

1. Figure out how to make the code independent from the frame rate

* What are the hurdles?

1. In this particular case it really hard to figure out how to make the code independent from the frame rate

Olena:

* What was done since the last scrum meeting?

1. prepare for sprint meeting (models etc)
2. look over the documentation
3. search for more models to represent as pump

* What is planned to be done until the next scrum meeting?

1. split user story so it can be done next week
2. update the sprint documentation

* What are the hurdles?

look for time to test oculus

Date: 2/28/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Created diagrams
2. Created use case
3. Created user guide

* What is planned to be done until the next scrum meeting?

1. Continue working on user story 734
   1. Trying to make the tides independent of the frames

* What are the hurdles?

1. Need to make the water less transparent

Olena:

* What was done since the last scrum meeting?

1. implemented placing of the pump via Gui click
2. research how to make holes in the water tile(no progress here)

* What is planned to be done until the next scrum meeting?

1. research another technique to make water disappear
2. schedule oculus lab time on tuesday

* What are the hurdles?

1. .n/a

Date: 2/29/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 4:00 PM

End time: 4:15 PM

Renan:

* What was done since the last scrum meeting?

1. Completed the implementation of user story 734
2. Merged git repo
3. Pushed the recent changes

* What is planned to be done until the next scrum meeting?

1. Update the documents
2. Start on next user story

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Look for a way to obscure water layer when placing the pump
2. integrate story #717, push to develop

* What is planned to be done until the next scrum meeting?

1. Implement pump projector to not show the water layer
2. Update documentation cycle

* What are the hurdles?

N/a

Date: 03/1/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Updated the previous sprint documents
2. Working on creating the grid and nodes

* What is planned to be done until the next scrum meeting?

1. Add box colliders for each sector.
2. Add box collider to the water.
3. Add an additional function to the node and grid class
   1. Addition layer mask

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Projector does not work in seeing through the water layer
2. Looking for other ways to have a dimensional window through the ocean:
   1. like depth-mask

* What is planned to be done until the next scrum meeting?

1. searching for a way to cut a dimensional window through ocean to terrain to make the water disappear

* What are the hurdles?

1. many terms in unity for this concept all of them pretty vague

Date: 3/2/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Completed the implementation of Block sectors in the city

* What is planned to be done until the next scrum meeting?

1. Clean up the code and add some comments
2. Do documentation
3. Start on the presentation slides for monday

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. looked for examples of depth mask implementation

* What is planned to be done until the next scrum meeting?

1. look at presentation work
2. implementation of depth mask

* What are the hurdles?

1. none

Date: 3/3/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Clean up the code and add some comments
2. Completed documentation for 754
3. Start on the presentation slides for monday

* What is planned to be done until the next scrum meeting?

1. Continue working on presentation slides
2. Create new user story related to the previous one (754)

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. working on implementing of the depthmask for pump
2. start on the presentation pptx

* What is planned to be done until the next scrum meeting?

1. complete presentation

* What are the hurdles?

1. none so far

Date: 3/6/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Completed presentation slides
2. Started user story document 763

* What is planned to be done until the next scrum meeting?

1. Begin research of traffic quantity in a urban city at differ times
2. Begin implementation of traffic generation

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. pptx diagrams

* What is planned to be done until the next scrum meeting?

1. practice for the checkpoint presentation

* What are the hurdles?

1. None.

Date: 3/7/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Created 763 documentation
2. Presentation practice

* What is planned to be done until the next scrum meeting?

1. Begin research of traffic quantity in a urban city at differ times
2. Begin implementation of traffic generation

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. update the pptx and diagrams
2. practice presenting

* What is planned to be done until the next scrum meeting?

1. implementing of depth shadow

* What are the hurdles?

1. None

Date: 3/8/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Pseudo code part of traffic
2. Research miami beach traffic

* What is planned to be done until the next scrum meeting?

1. Refine the nodes to be a-little more granular (smaller node to fit the city better)
2. Continue Pseudo code part of traffic

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. continue working on pump implementation

* What is planned to be done until the next scrum meeting?

1. continue working on pump implementation

* What are the hurdles?

1. None

Date: 3/9/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Reopened user story 754 to fix new issue created by 763
2. Fixed the implementation and documentation of 754

* What is planned to be done until the next scrum meeting?

1. Continue with the pseudo code of traffic

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Finished implementation of depth mask-to look through water

* What is planned to be done until the next scrum meeting?

1. Documentation
2. changes to user placement interface of pump

* What are the hurdles?

1. None

Date: 3/10/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Implementing Traffic generation 765

* What is planned to be done until the next scrum meeting?

1. Continue 765

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Updating documentation for pump user story
2. Changing the click drag interface in pump user story

* What is planned to be done until the next scrum meeting?

1. Pick a new user story
2. Begin developing it
3. prepare for sprint
4. make a demo to show to sadjadi

* What are the hurdles?

1. None

Date: 3/20/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Implementing Traffic generation
   1. (Producer) Implementing multi-threading to create paths
   2. (Consumer) Implementing multi-threading to simulate traffic with the given path
2. Updated the implementation of 754

* What is planned to be done until the next scrum meeting?

1. Run a test on the multithreading and see if every case is working

* What are the hurdles?

1. Avoiding deadlocks
2. Figuring out the split of producer and consumer

Olena:

* What was done since the last scrum meeting?

1. Update pump user story-so you can’t see past the water layer above the pump
2. Plan the next user story
3. Record demo of pump user story for presenting

* What is planned to be done until the next scrum meeting?

1. Present this sprint on Monday
2. Begin database user story

* What are the hurdles?

1. None

Date: 3/21/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 4:00 PM

End time: 4:15 PM

Renan:

* What was done since the last scrum meeting?

1. Fixing thread bugs
2. Making sure the threads are performing correctly
3. The performance is stable

* What is planned to be done until the next scrum meeting?

1. Continue bug fix
2. Feature document

* What are the hurdles?

1. Making sure the threads are synchronized
2. The performance (memory usage) is stable

Olena:

* What was done since the last scrum meeting?

1. Reconvene the late Sprint (reschedule again)
2. Fix demo videos
3. Research databases to use
4. Schedule time for Oculus lab.

* What is planned to be done until the next scrum meeting?

1. Documentation 768
2. Begin working on user story
3. Mingle documentation
4. Work on getting VM access.

* What are the hurdles?

1. None

Date: 3/22/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Fixed issues/bugs with thread implementation

* What is planned to be done until the next scrum meeting?

1. Improve exit of threads
2. (Consumer) Make the thread (car) create a gradient on traffic
   1. The center point (node) will consume more traffic and neighbor road nodes will consume fewer. This will avoid more threads to make traffic intensity.

* What are the hurdles?

1. Thread exit is taking a lot of time.

Olena:

* What was done since the last scrum meeting?

1. Oculus lab projector broken, have to wait.
2. Start on Documentation of user story #768
3. Fill out the mingle documentation for user story #768
4. Get sudo access to project vm
5. Install mongo to VM
6. Attend sprint meeting we tried to reschedule

* What is planned to be done until the next scrum meeting?

1. Research mongo-db cli and c# api (creating databases)

* What are the hurdles?

1. None.

Date: 3/23/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Create demo video for document 763.
2. Fixing thread sleep (Faster exit, wake up thread).
3. Implement better traffic (occupy surrounding road nodes - fewer threads needed)

* What is planned to be done until the next scrum meeting?

1. Split feature documents.
2. Write out the first document

* What are the hurdles?

1. Multi-Threading causes problems on certain occasions.

Olena:

* What was done since the last scrum meeting?

1. Research mongo-db cli and c# api (creating databases)
2. Do the rescheduled sprint

* What is planned to be done until the next scrum meeting?

1. Set up server database side in server.

* What are the hurdles?

1. None

Date: 3/24/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Improving implementation of the thread exit
2. Modifying implementation of path finding
3. Added timer event to node to alleviate the traffic weight

* What is planned to be done until the next scrum meeting?

1. Split user stories
2. Start the documentation of first user story

* What are the hurdles?

1. Threads in general.
2. Memory consumption problem (related to threads)

Olena:

* What was done since the last scrum meeting?

1. Housekeeping: changing Sprint calendar dates, giving Juan access to our project data
2. Work on script for initializing our Mongo database for automatic setup

* What is planned to be done until the next scrum meeting?

1. Finish the server side of database
2. Work on the client side

* What are the hurdles?

1. None.

Date: 3/27/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Splitting from the main user story
   1. Created user story 778 add traffic intensity
      1. Added tasks to the user story
      2. Added use case description

* What is planned to be done until the next scrum meeting?

1. Create use case diagram
2. Create sequence diagram

* What are the hurdles?

1. Going back and splitting the user story, because I didn’t know how big it was.

Olena:

* What was done since the last scrum meeting?

1. Implementing Unity local file storage

* What is planned to be done until the next scrum meeting?

1. Continue user story #768

* What are the hurdles?

1. None.

Date: 3/28/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Document 778 add traffic intensity done
2. Fixing race condition on variables in the TrafficIntensityTimer class
3. Fixing pathfinding penalty

* What is planned to be done until the next scrum meeting?

1. Continue debugging

* What are the hurdles?

1. Road edges and non road edges have different penalties. Edges have less and non edges have regular values.

Olena:

* What was done since the last scrum meeting?

1. Implementing Unity file storage
2. Check if Oculus is usable (not this week unfortunately)

* What is planned to be done until the next scrum meeting?

1. Continue user story #768
2. Debugging of user story #768

* What are the hurdles?

1. None.

Date: 3/29/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Modifications to the consumer thread side.
   1. Maybe fixing memory leak.
2. Trying to merge the project
3. Testing the project build; making sure no memory issues with the threading.

* What is planned to be done until the next scrum meeting?

1. Split another user story from the main one
   1. User Story Produce Paths

* What are the hurdles?

1. Memory issues sometimes arises and are unknown.

Olena:

* What was done since the last scrum meeting?

1. Import mongo driver script and have it working for Unity 5 (there are some errors for regular driver with Unity5)
2. Compile errors in the branch develop

* What is planned to be done until the next scrum meeting?

1. Resolve compile errors
2. Write mongo helper for unity

* What are the hurdles?

1. None.

Date: 3/30/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Started the splitted user story 782
2. Revert push changes.

* What is planned to be done until the next scrum meeting?

1. Continue user story 782

* What are the hurdles?

1. Make sure the threads function correctly.

Olena:

* What was done since the last scrum meeting?

1. Import mongo driver script and have it working for Unity 5 (there are some errors for regular driver with Unity5)

* What is planned to be done until the next scrum meeting?

1. Write mongo helper for unity
2. Full implementation

* What are the hurdles?

1. None.

Date: 3/31/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Documentation of 782 completed.

* What is planned to be done until the next scrum meeting?

1. Start on another split user story.
2. Merge my implementation and push.

* What are the hurdles?

1. The revert didn’t reverse the issue in git.

Olena:

* What was done since the last scrum meeting?

1. Work on implementation
2. Debugging

* What is planned to be done until the next scrum meeting?

1. Finish documentation
2. User manual, integration tests
3. Sprint prep-make demos

* What are the hurdles?

1. None

Date: 4/3/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Finished the last user story 763.

* What is planned to be done until the next scrum meeting?

1. Create new user story.

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Reschedule sprint meeting to this monday
2. Brainstorm a user story I want to do for this sprint

* What is planned to be done until the next scrum meeting?

1. Start user story I picked Documentation Feature
2. Start user story mingle documentation
3. Mouse escape for pump fix (smaller capsule)

* What are the hurdles?

1. None.

Date: 4/4/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Created Mingle feature Display Traffic- Card #787
2. Started implementation of 787.

* What is planned to be done until the next scrum meeting?

1. Research efficient way of displaying the grid of the traffic.

* What are the hurdles?

1. Need to make the display periodically b/c of many modifications (i.e race condition to just read the traffic intensity value).

Olena:

* What was done since the last scrum meeting?

1. Mouse escape for pump fix (smaller capsule)
2. Prep for meeting, all the doc are fine

* What is planned to be done until the next scrum meeting?

1. Upload my changes to develop
2. Start user story I picked Documentation Feature
3. Start user story mingle documentation.

* What are the hurdles?

1. None.

Date: 4/5/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Implementing Update traffic
2. Implementing OnGUI draw

* What is planned to be done until the next scrum meeting?

1. Continue implementation

* What are the hurdles?

1. Proper way of displaying squares to the screen without frame lag

Olena:

* What was done since the last scrum meeting?

1. ESC key for mouse look
2. Pick user story, finalize it
3. Documentation for user story

* What is planned to be done until the next scrum meeting?

1. Documentation user story
2. Snapshot without shadow rendering-research

* What are the hurdles?

1. None.

Date: 4/6/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Scaling the traffic nodes into a relative grid size

* What is planned to be done until the next scrum meeting?

1. Continue scaling the difference in grid size

* What are the hurdles?

1. Scaling the grid
2. Frame lag when viewing the grid

Olena:

* What was done since the last scrum meeting?

1. Research how to take snapshot during runtime without camera

* What is planned to be done until the next scrum meeting?

1. Start implementation work on user story #788

* What are the hurdles?

1. N/A.

Date: 4/7/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Scaled the grid.
2. Figuring out efficient way to display the traffic grid in the ui.

* What is planned to be done until the next scrum meeting?

1. Figure out the best way to display the squares

* What are the hurdles?

1. Method of displaying squares to represent individual nodes.
2. Frame lag when displaying squares.

Olena:

* What was done since the last scrum meeting?

1. implementation work on user story #788

* What is planned to be done until the next scrum meeting?

1. Continue implementation work on user story #788
2. Redo calendar invites
3. Unity and gameWorks research

* What are the hurdles?

1. None.

Date: 4/10/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Figured out how to display the traffic on an image (no frame lag)

* What is planned to be done until the next scrum meeting?

1. Create timer event to update the texture of the image

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Continue implementation work on user story #788
2. Redo calendar invites-to make it clear
3. Unity and gameWorks research for future user stories

* What is planned to be done until the next scrum meeting?

1. Continue user story #788.

* What are the hurdles?

None.

Date: 4/11/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Implemented a timer event to update the traffic display
2. Fixed major bug on the path finder

* What is planned to be done until the next scrum meeting?

1. Implementing better start location for the path to be produced
2. Added a time scale to the thread to consume slowly when traffic is high

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Continue user story #788.
   1. Snapshot of gamestate

* What is planned to be done until the next scrum meeting?

1. Debug user story #788.
2. Testing.

* What are the hurdles?

1. none

Date: 4/12/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Implementing better start location for the path to be produced
2. Added a time scale to the thread to consume slowly when traffic is high

* What is planned to be done until the next scrum meeting?

1. Create documentation of user story 787
2. Update Mingle

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Multiple VR cameras in the scene, one first person the other bird's eye:
   1. Able to switch between them by pressing keys ‘B’.

* What is planned to be done until the next scrum meeting?

1. Debugging 2nd VR camera: birds-eye, movement

* What are the hurdles?

1. None

Date: 4/13/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Create documentation of user story 787
2. Update Mingle

* What is planned to be done until the next scrum meeting?

1. Continue Sequence diagram
2. Continue class diagram
3. Check for errors in the document

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Prepped snapshots of game
2. OVR 2nd camera navigation

* What is planned to be done until the next scrum meeting?

1. OVR 2nd camera navigation
2. Update documentation-feature
3. Update mingle

* What are the hurdles?

1. None.

Date: 4/14/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Continued Sequence diagram
2. Continued class diagram
3. Fixed errors in the document
4. Adding user story files to project
   1. Git push

* What is planned to be done until the next scrum meeting?

1. Sprint meeting
   1. Discuss next user story

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Finish oculus look to fly for birds eye view
2. Features documentation-diagrams

* What is planned to be done until the next scrum meeting?

1. Finish Mingle and features documentation
2. Prep demo for sprint: pick a new user story

* What are the hurdles?

1. Need to get in lab to test oculus in person.

Date: 4/17/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Fix errors in document for 787

* What is planned to be done until the next scrum meeting?

1. Evaluate if a new user story can be done
2. Or start work on deliverable documentation

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Prep of sprint
2. Finalize documentation of sprint user story

* What is planned to be done until the next scrum meeting?

1. Resolve build errors for storage
2. Change pump zone
3. Schedule lab oculus time

* What are the hurdles?

1. None.

Date: 4/18/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Preparation of the sprint meeting
   1. Test demo
   2. Fixed couple errors on documentation

* What is planned to be done until the next scrum meeting?

1. Select small user story.

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Prep for demo
2. Polish feature document

* What is planned to be done until the next scrum meeting?

1. A new user story
2. Documentation for it

* What are the hurdles?

1. Getting Oculus test done.

Date: 4/19/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Created final user story 799
   1. Implementing traffic time of day.

* What is planned to be done until the next scrum meeting?

1. Continue work of the timer

* What are the hurdles?

1. Making the time delay.

Olena:

* What was done since the last scrum meeting?

1. Change pump features, like sphere
2. Work on bugs in mongocode-runtime

* What is planned to be done until the next scrum meeting?

1. Update presentation slides-class diagram-use case-pictures
2. Continue on new user story-includes fixing mongo driver runtime errors if possible

* What are the hurdles?

1. Getting to the lab for Oculus.

Date: 4/20/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Implementation of user story 799 complete.
2. Fixed user stories documentation and diagram: 787, 782, 778, 763, 754, 734, 728, 722, 677.
3. Working on documentation of user story 799

* What is planned to be done until the next scrum meeting?

1. Complete the user story 799.

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. New user story #803 creation finalization(pump-budget transactions)
2. User story mingle

* What is planned to be done until the next scrum meeting?

1. Feature documentation for user story
2. User story implementation.
3. Gui instead of dialog box

* What are the hurdles?

1. Still trying to get to the Oculus Lab-trouble agreeing on the time with Bhuiyan Munir.

|  |  |
| --- | --- |
|  | |

Date: 4/21/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Completed documentation.
2. Create list of documents that need completion

* What is planned to be done until the next scrum meeting?

1. Continue the list of documents that need completion
2. Start the presentation slides

* What are the hurdles?

1. None

Olena:

* What was done since the last scrum meeting?

1. Schedules Oculus time
2. Budget user story implementation
3. Build errors debugging-storage

* What is planned to be done until the next scrum meeting?

1. Finish everything above
2. User story documentation
3. Start the presentation update slides

* What are the hurdles?

1. none

Date: 4/24/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Presentation slides

* What is planned to be done until the next scrum meeting?

1. Presentation slides and practice

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Finished user story #803 documentation, implementation
2. Debug of Mongo build errors
3. Implemented build cursor

* What is planned to be done until the next scrum meeting?

1. Change diagrams for presentation slides
2. Change presentation slides template
3. Do oculus lab testing on Monday.

* What are the hurdles?

1. None.

Date: 4/25/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Fix presentation slides and descriptions
2. Practice presentation

* What is planned to be done until the next scrum meeting?

1. Continue final documentation

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Finish up presentation powerpoint

* What is planned to be done until the next scrum meeting?

1. Continue working on Oculus device setup

* What are the hurdles?

1. Oculus utility runtime is problematic

Date: 4/26/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Update 677 and 666 user story
2. Final documentation

* What is planned to be done until the next scrum meeting?

1. Continue documentation

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Oculus device setup configurations
2. Project Documentation Document

* What is planned to be done until the next scrum meeting?

1. Project Documentation Document

* What are the hurdles?

1. Oculus device setup configurations-it’s not registering

Date: 4/27/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Project Documentation (System Design, Glossary, Appendix A)

* What is planned to be done until the next scrum meeting?

1. Project Documentation

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Project Documentation Sprint plan (H/S)

* What is planned to be done until the next scrum meeting?

1. Project Documentation Sprint plan
2. System validation

* What are the hurdles?

1. Oculus, oculus

Date: 4/28/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

* What was done since the last scrum meeting?

1. Poster
   1. Creating Object diagram
2. Github organization

* What is planned to be done until the next scrum meeting?

1. Finish Poster
2. Github code complete
3. Work on intro video presentation (script and powerpoint)

* What are the hurdles?

1. None.

Olena:

* What was done since the last scrum meeting?

1. Finished Project Documentation:
   1. Sprint plan
   2. System validation
   3. Sprint Retrospective

* What is planned to be done until the next scrum meeting?

1. Poster
2. Begin collaborating on project demo videos
3. Try to configure oculus without oculus

* What are the hurdles?

1. No response from professor in charge of Oculus.

Date: 5/01/2016

Attendees: Olena Tkachenko, Renan Santana

Start time: 2:00 PM

End time: 2:15 PM

Renan:

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

Olena:

* What was done since the last scrum meeting?

1. ..
2. ...

* What is planned to be done until the next scrum meeting?

1. ..
2. ..

* What are the hurdles?

1. .