**Daily Scrum Meeting Minutes:**

Attendees: <Enter Attendees' Names>

Start time: <Enter the start time of the meeting>

End time: <Enter the end time of the meeting>

<Enter Team Member 1's Name>:

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

<Enter Team Member 2's Name>:

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

**Daily Scrum Meeting Minutes: May 22nd, 2017**

Attendees: Hamilton Chevez, Bernardo Pla, Daniel Khawand, Daniel Rivero, Pachev Joseph

Start time: 9:20PM

End time: 9:44PM

Hamilton Chevez:

* What was done since the last scrum meeting?
* Explored the WebVR api.
* Compared different WebVR frameworks:
  + PrimRose
  + A-Frame ( will be used for implementation).
* Explored Browserify and Webpack, client side module bundlers.
* What is planned to be done until the next scrum meeting?
* Work through sample tutorials from A-Frame documentation.
* Learn how to create scenes.
* Learn how to create basic shapes.
* Decide on what framework to use for the website.
* Add Acceptance Criteria to my User Stories.
* What are the hurdles?
* Would like to use Angular 2 for the website as it has A-Frame integration support but I need to read the documentation further to understand the pros and cons of doing so.

Bernardo Pla:

* What was done since the last scrum meeting?
* Created user stories on Mingle
  + Mainly research-based to help increase knowledge and gain direction
* Began performing high-level research
* Started working on user stories
* What is planned to be done until the next scrum meeting?
* Continue research (within confines of user stories)
* Practice Rust programming skills
* What are the hurdles?
* Learning framework
* Brainstorming ways to handle input devices in Rust

Daniel Khawand:

* What was done since the last scrum meeting?

Successfully set up the proper environment for development using A-Frame WebVR Framework.

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

Developing more visuals using A-Frame and possibly WebGL along with the necessary research.

* What are the hurdles?
  + Developing structures/objects with A-Frame along with characteristics to be programmed.

Daniel Rivero

* What was done since the last scrum meeting?
  + Explored different ways to make the VR aspects of the game less of an afterthought.
    - Initially the game was thought of to be from an isometric top-down view.
      * This limited the benefits from using VR and removes the user from immersing themselves in the game.
    - I decided to go with a first-person game view instead
  + Created user stories on Mingle
* What is planned to be done until the next scrum meeting?
  + Do research on level design in Unity
    - Find out limitations in Unity
    - Identify pitfalls in the game engine.
* What are the hurdles?
  + Some pitfalls and limitations may only be found after implementation.

Pachev Joseph:

* What was done since the last scrum meeting?
* Created user stories on Mingle
* Setup environment for RUST
* Started working on user stories
* What is planned to be done until the next scrum meeting?
* Continue research based on the papers from Dr. Ortega
* Continue setting up working environment for testing
* What are the hurdles?
* None

**Daily Scrum Meeting Minutes: May 23rd, 2017**

Attendees: Daniel Khawand, Pachev Joseph, Daniel Rivero, Bernardo Pla, Hamilton Chevez

Start time: 10:05 PM

End time: 10:22 PM

*Daniel Khawand:*

What was done since the last scrum meeting?

* Worked on A-Frame code with A-assets to load an object into the environment.

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

* Start figuring out what kind of objects to load into the environment.
* How can users interact with the objects loaded.

What are the hurdles?

* I need to learn the necessary code base to design user interactivity with the environment.

*Pachev Joseph:*

What was done since the last scrum meeting?

* Been setting up the environment.
* Been looking into how to connect the input devices, and how to represent them in code, the connection.

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

* Continue to do the research and test different connection methods in Rust.

What are the hurdles?

* None

*Daniel Rivero:*

What was done since the last scrum meeting?

* Looked how to integrate htc vive into unity.
* Explored unity SteamVR plugins
* Installing dependencies for SteamVR
* Explored unity limitations.
* Api doesn’t support multithreading
* Explored pitfalls of level design in unity

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

* Implement movement with htc vive
* Continue looking at pitfalls with level design in unity
* What are the hurdles?
  + No hurdles

*Bernardo Pla:*

What was done since the last scrum meeting?

* Working on research user stories, took notes on TAMGeF paper
* Went through research powerpoints.
* Looked at different ways to implement pseudo algorithms from the powerpoints.

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

* Keep working on the pseudo algorithms.
* Keep practicing with Rust code samples.

What are the hurdles?

* None

*Hamilton Chevez:*

What was done since the last scrum meeting?

* I assigned myself two user stories, related to what I’ve been spending time these past days since Friday.
* Looked at possible solutions of integrating A-Frame with Angular, but concluded that it requires too much boilerplate to do the most basic uses of the A-Frame features. Hence Angular will not be used.
* I looked at the bare minimum for the technology stack that we will need for the project, we will be uses of course A-Frame, our WebVR framework, npm, webpack, bootstrap 3, and Jquery for DOM manipulation.
* Today I received in the mail my vr headset to use with my phone for the project.
* Spoke with Dr. Ortega regarding research topics for my technical document.

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

* Add tasks to user stories.
* Continue working through A-Frame tutorials on creating scenes and basic shapes.
* Learn how to use webpack
* Set up the development environment.
* Continue refining user stories by adding acceptance criteria and splitting them up if necessary.

What are the hurdles?

* Have never used webpack.

**Daily Scrum Meeting Minutes: May 24, 2017**

Attendees: Bernardo Pla, Daniel Khawand, Daniel Rivero, Hamilton Chevez, Pachev Joseph

Start time: 9:05 PM

End time: 9:22 PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Explored two different movement controls.
  + Using the HTC Vive Directional Touchpad
    - Easy to program
    - Causes nausea very easily because body doesn’t respond well to the camera moving without the body.
  + Using a point & click teleporting method.
    - Very good to minimize nausea.
* I decided to go with the point & click teleporting method.
* Explored pitfalls in level design.
  + There are no major pitfalls to level design in Unity.
  + I’m still trying to look into a better process to implement levels.
  + For right now they best way I’ve come up with, is to design the level in Blender then import it into the Unity scene.
* What is planned to be done until the next scrum meeting?
* Start working on Level 1
* Think about what programming concepts should be implemented in level 1.
* What are the hurdles?
* None

Pachev Joseph:

* What was done since the last scrum meeting?
* Continued working on finding the best way to represent connections. Decided to go with client server.
  + Decided to go with client server.
* Started a git submodule for the rust project.
* Working now on designing the input tuple and how to represent it
  + As either JSON, YAML, or CSON.
* What is planned to be done until the next scrum meeting?
* I plan on continuing to work on designing the tuple and how it will all be represented in code.
* What are the hurdles?
* No hurdles.

Bernardo Pla:

* What was done since the last scrum meeting?
* Continued performing research.
* Completed reading and note taking of powerpoint materials.
* Began reading and note-taking the paper “A Semantic Analysis of the Design Space of Input Spaces”.
* What is planned to be done until the next scrum meeting?
* I will continue performing research on the paper.
* I plan to brainstorm more ideas on functions for input device tuple.
* What are the hurdles?
* No hurdles.

Daniel Khawand:

* What was done since the last scrum meeting?
* Loaded obj/mtl files into an A-Frame scene.
* Implemented rotation mechanisms for objects in A-Frame scenes.
* What is planned to be done until the next scrum meeting?
* Figure out user interaction mechanisms and test current version with Oculus Rift.
* What are the hurdles?
* None at the moment.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Added tasks to my currently assigned user stories.
* Read through Webpack documentation on how to use it.
* Started creating the initial html/css/js/npm boilerplate seed.
* What is planned to be done until the next scrum meeting?
* Continue learning how to use A-Frame
* Update acceptance criteria and user tasks to WebVR related user stories.
* Set up webpack.
* represented in code.
* What are the hurdles?
* None

**Daily Scrum Meeting Minutes: May 25, 17**

Attendees: Bernardo Pla, Daniel Khawand, Daniel Rivero, Hamilton Chevez, Pachev Joseph

Start time: 9:30 PM

End time: 9:50 PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Programming concepts to implement to Level 1
  + Variable Declaration/Assignment
  + Method calling
  + Started working on level 1
* Started creating meshes for level 1
  + Door mesh
  + Bed Mesh
  + Level floor
* What is planned to be done until the next scrum meeting?
* Continue to work on level 1
* Design the programmable robot for the game.
* Start flushing out the logic to design variable assignment and method calling to the game.
* What are the hurdles?
* None

Pachev Joseph:

* What was done since the last scrum meeting?
  + Met with Bernardo to discuss the steps to move forward in Rust.
  + We decided on how to represent our main Tuple in Rust.
  + I setup a new virtual environment specifically for sandboxing this project.
  + I wrote some preliminary code into the repository for representing connection.
* What is planned to be done until the next scrum meeting?
  + I plan on continuing to work on finishing setting up my environment by tomorrow.
  + Also plan on finishing the spring and planning the stories and tasks for the next sprint.
* What are the hurdles?
  + None

Bernardo Pla::

* What was done since the last scrum meeting?
  + Finished reading/note-taking the paper “A Semantic Analysis of the Design Space of Input Devices”.
  + Brainstormed on some ways to implement a 7-tuple device.
  + Met with Pachev to discuss 7-tuple device
    - This included writing some sample rust code
    - Started installing Linux VM for testing.
* What is planned to be done until the next scrum meeting?
  + I plan to continue setting up Linux VM
  + I plan to install a Window VM for testing
    - Hope to use this as a way to verify code cross-platform, but it is not critical.
  + Brainstorm on some stories for next spring and wrap up current sprint.
* What are the hurdles?
  + No hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
  + Exploration of way to link the visual objects upon user input.
* What is planned to be done until the next scrum meeting?
  + Continue testing with oculus rift.
* What are the hurdles?
  + No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
  + Create a branch to work on task 700
  + Began setting up webpack
    - Learned how to make javascript bundles
    - Learned how to set up a local http server.
  + Learned how to create A-Frame scene.
* What is planned to be done until the next scrum meeting?
  + Continue learning A-Frame
  + Finish setting up webpack
  + Plan the file directory structure for the project.
* What are the hurdles?
  + None

**Daily Scrum Meeting Minutes: May 29th, 2017**

Attendees: Pachev Joseph, Daniel Rivero, Daniel Khawand, Hamilton Chevez, Bernardo Pla

Start time: 9:00 PM

End time: 9:25 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* New user stories added
* Introduction to webpack and simple implementation
* Began drafting for first version of Queue User Interface in WebVR
* What is planned to be done until the next scrum meeting?
* Successfully set up WebVR scene *with* user movement.
* Obtaining Oculus Rift (was supposed to be done last week)
* What are the hurdles?
* Ensuring that webpack works with all of the links and scripts properly

Pachev Joseph:

* What was done since the last scrum meeting?
* Continued working on mouse connection
* What is planned to be done until the next scrum meeting?
* Begin work on user stories for interfacing native APIs and Rust
* What are the hurdles?
* No Hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Looked up scholarly article on topic of encouraging students to participate in computer science programs
* Started working on stack scene
* What is planned to be done until the next scrum meeting?
* Continue working on stack scene
* Find more scholarly articles on encouraging students to participate in computer science programs
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Found Rust library that can help determine the type of operating system that is using the input device
  + Tried implementing this in code. Code was pushed to device\_tuple branch
  + Intent of this is to create dynamic event handling based on operating system to correspond with the correct native API
* What is planned to be done until the next scrum meeting?
* Will continue implementing this library and working on event processing in Rust.
* What are the hurdles?
* Determining how to branch based on operating system type for device event processing

Daniel Rivero:

* What was done since the last scrum meeting?
* Researched on how to apply textures to meshes in Blender
* What is planned to be done until the next scrum meeting?
* Finish Level 1
* What are the hurdles?
* No Hurdles.

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

Attendees: Hamilton Chevez, Pachev Joseph, Daniel Rivero, Daniel Khawand, Bernardo Pla

Start time: 9:00 PM

End time: 9:30 PM

Hamilton Chevez:

* What was done since the last scrum meeting?
* Started creating template for HTML page that will be hosting the stack scene
* What is planned to be done until the next scrum meeting?
* Add an empty frame-scene
* Review UML Diagraming
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Continued working with Rust library for determining OS types.
* Overcame hurdle of decision making based on operating system by using pattern matching
* What is planned to be done until the next scrum meeting?
* Work on mouse events
* Begin possible integration of native APIs for mouse events
* What are the hurdles?
* No Hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
* Performed successful tests with Oculus Rift
* What is planned to be done until the next scrum meeting?
* Conduct research on optimal Oculus Rift configurations
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Finished the mesh design for level 1
* What is planned to be done until the next scrum meeting?
* Start working on textures and static objects for the level
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Generalized representation of transition functions for the mouse.
* Finished integration between SDL and Rust
* What is planned to be done until the next scrum meeting?
* Continue working on mouse connection in Rust
* What are the hurdles?
* No hurdles

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

Attendees: Hamilton Chevez, Pachev Joseph, Daniel Khawand, Daniel Rivero, Bernardo Pla

Start time: 9:00 PM

End time: 9:15 PM

Hamilton Chevez:

* What was done since the last scrum meeting?
* Created an empty scene
* Added Gulp, Browserify, and Twitter Bootstrap to project
* What is planned to be done until the next scrum meeting?
* Learn to use Gulp
* Explore Angle-cli tool and A-Frame community of premade components
* Add objects and do some linear interpolation
* What are the hurdles?
* I had originally picked Webpack as my javascript bundler and for various other automation tasks for the project, but the more I want to use it the more it proves to be not the best tool for my use case.
* The documentation is not thorough enough with how to build multi page websites, it appears to be tailored more for SPAs. Today I decided to add Bootstrap as a npm dependency with Webpack and it was very difficult to even find non-outdated support. Browserify has a two line solution for using Twitter Bootstrap.
* I need to learn how to use Gulp to use Browserify on various files, but also for Linting and transpiling ES6 javascript to ES5.

Daniel Khawand:

* What was done since the last scrum meeting?
* Worked on Queue Interface Scene
* Followed a WebVR tutorial step-by-step
* What is planned to be done until the next scrum meeting?
* Work on the Queue Interface Scene some more and discover more tools for WebVR development.
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Completed mouse integration within rust with sdl2 library
* What is planned to be done until the next scrum meeting?
* Add some tests for the mouse
* Begin work on gitbook documentation for the mouse
* Begin integration on game controller
* What are the hurdles?
* No hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Added object manipulation controls with HTC Vive
* Finished Jail Cell door mesh
* Finished Jail Cell Door texture
* Finished Bed mesh
* Finished Bed Texture
* Adjusted scale of the room to model person’s height
* What is planned to be done until the next scrum meeting?
* Start working on features for the robot
* Finish textures for level 1
* Explore how to implement logic for variable assignment and method calling for the robot
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Completed pattern matching in the mouse.rs file by extending it to all mouse button event functions.
* Consulted with project mentor on how events should be handled in the input layer. This helped to clarify questions regarding actions in mouse events.
* Added variable in mouse.rs to hold the current state of the device, listed by enumeration.
* What is planned to be done until the next scrum meeting?
* Continue with native API documentation.
* Meet with Pachev to discuss devices and implementations of the game controller.
* Experiment with events by changing state of device.
* What are the hurdles?
* No hurdles

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

Attendees: Hamilton Chevez, Daniel Khawand, Pachev Joseph, Daniel Rivero, Bernardo Pla

Start time: 9:00 PM

End time: 9:30 PM

Hamilton Chevez:

* What was done since the last scrum meeting?
* Installed Angle for registering community Aframe components
* Worked on creating a gulp task for bundling multiple files
* What is planned to be done until the next scrum meeting?
* Continue working on object interpolation in the scene.
* Finish basic gulp tasks
* What are the hurdles?
* No Hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
* Worked on static Queue Interface Scene
* Researched and collected other Data Structures Visualizations
* Learned about "hand controls" from A Frame
* What is planned to be done until the next scrum meeting?
* Possibly implement user input or work more on static scenes
* What are the hurdles?
* Understanding hand controls and Rift controls using A-Frame

Bernardo Pla:

* What was done since the last scrum meeting?
* Worked on implementing sdl2 library in current mouse.rs class.
* Met with Pachev to secure roles and discuss future plans for the remainder of the week
* Continued implementing device events with mouse class
* Began implementation of an “empty” device in Rust
* What is planned to be done until the next scrum meeting?
* Continue implementation of “empty device”
* Finalize events from mouse device class
* What are the hurdles?
* No hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Explored design concepts for the robot
  + Robot should be modular
  + Four appendages are detachable and replaceable
  + Robot will be on wheels
* Finished texture for level 1
* What is planned to be done until the next scrum meeting?
* Design mesh for robot
* Explore programming logic for state-machine programming language
* What are the hurdles?
* None

Pachev Joseph:

* What was done since the last scrum meeting?
* Continued working on Documentation for Mouse interactions with the library
* Started on design for Game controller
* What is planned to be done until the next scrum meeting?
* Continue working on the game controller
* What are the hurdles?
* None

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

Attendees: Daniel Khawand, Pachev Joseph, Bernardo Pla, Hamilton Chevez, Daniel Rivero

Start time: 9:00 PM

End time: 9:30 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Finalized first version of static Queue Interface Scene
* What is planned to be done until the next scrum meeting?
* Begin working on Hash Interface Scene
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Started on the design for a game controller. Implemented some initial Rust code to test out device.
* What is planned to be done until the next scrum meeting?
* Continue working on the game controller integration
* What are the hurdles?
* Need an xbox controller.

Bernardo Pla:

* What was done since the last scrum meeting?
* Removed references to os\_type library since library seemed unnecessary. OS platform checks were removed.
* Adding checks to allow for state changes to occur on device.
* What is planned to be done until the next scrum meeting?
* Obtain JSON output for any device to work on the empty\_device class
* Continue working on logic for device state changes.
* What are the hurdles?
* Need to learn json parsing in rust using the serde\_json library.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Stopped working on gulp and tools
* Created a new scene
* Added a gradient colored sky box.
* Learned how to register components
  + Added a components for wrapping entities with text
  + Added a component for better animation
* What is planned to be done until the next scrum meeting?
* For the stack scene, push and pop animations.
* Added some text to the scene explaining the current behavior.
* What are the hurdles?
* None

Daniel Rivero:

* What was done since the last scrum meeting?
* Prototype possible meshes for the robot
* Explored different design concepts on how to do the programming language
  + Decided to go with a state-machine approach
* What is planned to be done until the next scrum meeting?
* Finalize prototype for robot
* What are the hurdles?
* None

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

Attendees: Daniel Rivero, Pachev Joseph, Daniel Khawand, Hamilton Chevez, Bernardo Pla

Start time: 9:00 PM

End time: 9:25 PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Finalized prototype for the robot
  + The robot will have an animation that pulls up a panel to code from its body
  + This body will represent the state-machine like structure for programming
* Finalized design for state-machine
  + Each state in the state-machine will be a module
  + A module consist of some action the robot will take
    - i.e moveForward(step), grab(object,distanceThreshold)
* What is planned to be done until the next scrum meeting?
* Start coding for the state-machine and modules
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on stack scene
* Tried to add event scripting to entities.
* What is planned to be done until the next scrum meeting?
* Keep learning about events and and event listeners
* Finish Pop and Push
* What are the hurdles?
* Still learning how to handle events with javascript.

Pachev Joseph:

* What was done since the last scrum meeting?
* Did the final designing for the xbox controller that I will be using. Completed initial data structures for the controller.
* What is planned to be done until the next scrum meeting?
* Continue working on implementing the controller.
* What are the hurdles?
* No hurdles/studying for math test

Daniel Khawand:

* What was done since the last scrum meeting?
* Continued building scripts for creating, referencing, and destroying entities in WebVR scene. This includes the use of createElement and queryselector.
* What is planned to be done until the next scrum meeting?
* Continue developing those scripts in JS.
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Completed and debugged code for events for mouse class.
* Removed references to os\_type rust library as it was no longer being used in the code
* Ran some tests to view output of mouse. These tests were generally successful
* What is planned to be done until the next scrum meeting?
* Continue testing mouse class
* Continue working on empty\_device class
* What are the hurdles?
* No hurdles/studying for exams

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

Attendees: Daniel Khawand, Daniel Rivero, Pachev Joseph, Hamilton Chevez, Bernardo Pla

Start time: 9:00 PM

End time: 9:16 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Worked on HashTable script in JS.
* Researched and read academic journals on Data Structure Visualization tools
* What is planned to be done until the next scrum meeting?
* Refine Queue Interface Scene
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Statemachine C#
  + Finished the skeleton for statemachine logic
  + Finished the skeleton for Module Logic
* What is planned to be done until the next scrum meeting?
* Statemachine C#
  + Finish logic for transitions in the state-machine
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Continued working on task from yesterday(programming in rust a model for an xbox 360 controller)
* What is planned to be done until the next scrum meeting?
* Continue working on this task
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Finished basic stack scene.
* What is planned to be done until the next scrum meeting?
* Going to start insertion sort scene
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Continued testing output from the mouse device to find any bugs in mouse class
* Worked more on the empty\_device rust model
* What is planned to be done until the next scrum meeting?
* Continue working on empty\_device model
* What are the hurdles?
* No hurdles

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

Attendees: Daniel Rivero, Hamilton Chevez, Daniel Khawand, Pachev Joseph, Bernardo Pla

Start time: 9:00 PM

End time: 9:30 PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Statemachine C#
  + Finished logic for transitions in the statemachine
  + Finished the first prototype of the statemachine
* What is planned to be done until the next scrum meeting?
* Explore how to send and retrieve data of the statemachine in unity so that it can be used for programming logic of the game.
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Started insertion sort scene.
* Created data set objects
* What is planned to be done until the next scrum meeting?
* Continue working on insertion sort scene
* What are the hurdles?
* No hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
* Continued working on HashTable script.
* What is planned to be done until the next scrum meeting?
* Fix scenes and begin documentation
* What are the hurdles?
* No Hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Continued working on rust model for xbox controller
* What is planned to be done until the next scrum meeting?
* Continue working on rust model for xbox controller
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Continued working on empty device model
* What is planned to be done until the next scrum meeting?
* Work on JSON parsing using serde\_json library to help populate tuples
* What are the hurdles?
* No hurdles

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

Attendees: Pachev Joseph, Daniel Rivero, Daniel Khawand, Hamilton Chevez, Bernardo Pla

Start time: 9:00 PM

End time: 9:30 PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Explored how to send and retrieve data of the statemachine in unity.
  + Statemachine can be broken down into two parts.
    - Perception stage
      * Unity feeds information to the statemachine as a list
    - Execution stage
      * Statemachine sends a list of commands based on how the lists get processed by the state machine.
* What is planned to be done until the next scrum meeting?
* Create Modules in the Unity Scene and assign their properties
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Finished selection sort scene
* What is planned to be done until the next scrum meeting?
* Start documentation
* What are the hurdles?
* No hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
* Begin documentation for first release/sprint.
* What is planned to be done until the next scrum meeting?
* Finish documentation
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Met with Pachev to review demo for mouse class
  + Discovered a bug that was causing lag in the output of the states of the mouse. This has been resolved.
* Looked over serde\_json library for parsing techniques for the empty\_device class
* What is planned to be done until the next scrum meeting?
* Start documentation
* Continue working on empty\_device class
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* I continued to work on the controller api. I also met up with Bernie to setup our demo on the Mosue and it’s events.
* What is planned to be done until the next scrum meeting?
* I plan on documenting what I’ve done so far on the controller and also come up with the tasks for the next sprint.
* What are the hurdles?
* No hurdles

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

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 9:05 PM

End time: 9:37 PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Started working on the robot controller for unity.
* What is planned to be done until the next scrum meeting?
* Finish the controller for the robot in unity.
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Began adding methods for events in empty\_device rust class
* What is planned to be done until the next scrum meeting?
* Continue working on empty device rust class
* Start and complete documentation
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Setup demo for sprint meeting
* Continued working on controller implementation
* What is planned to be done until the next scrum meeting?
* Meet with Dr. Ortega to discuss Tuple Implementation
* Refractor Mouse Code as necessary
* What are the hurdles?
* None

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on documentation.
* Explored how Aframe and Three.js are coupled in order to figure out how to design the class diagram.
* What is planned to be done until the next scrum meeting?
* Continue exploring Aframe’s relation to Three.JS
* Working on coming sprint’s user stories.
* What are the hurdles?
* No hurdles.

**Daily Scrum Meeting Minutes: June 12th, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 8:30 PM

End time: 9:10 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Documentation, Sprint 2 Planning, Sprint 1 Retrospective Meeting, and continued

work on A-Frame Scenes.

* What is planned to be done until the next scrum meeting?
* EventListener implementation for Data Structures functions.
* What are the hurdles?
* No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on UI design for website. Started looking up tutorials for selenium.
* What is planned to be done until the next scrum meeting?
* Finish up UI design. Start implementing it. Continue learning selenium.
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Met with Dr. Ortega to decide on what to refractor. I also started working on my

mouse refractoring task.

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

Continue to work on the slight modifications to the mouse code and the generic tuple

* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Set up the skeleton for the openLatch(), closeLatch(), moveLeft(), moveRight()
* What is planned to be done until the next scrum meeting?
* Code the logic for openLatch(), closeLatch(), moveLeft(), moveRight()
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Continued working on empty device class. Met with project mentor to discuss next steps. It was agreed that mouse class needs refactoring and should wait until this is completed before continuing work on empty device. Started looking at ideas for graphical output for demos.
* What is planned to be done until the next scrum meeting?
  + Continue brainstorming of graphical output for demos.
* What are the hurdles?
  + No hurdles

**Daily Scrum Meeting Minutes: June 13th, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 8:41 PM

End time: 8:56 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Worked on EventListeners for the Data Structures scripts.
* What is planned to be done until the next scrum meeting?
* Research Data Structure Visualization.
* What are the hurdles?
* No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Finished up UI Design for index.html
* Explored Selenium API
* What is planned to be done until the next scrum meeting?
* Implement UI.
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Made documentation for mouse refractor and continued working on the mouse refractoring code.
* What is planned to be done until the next scrum meeting?

Continue to work on the mouse code and start on PS4 controller documentation.

* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Code logic for moveLeft() & moveRight()
* What is planned to be done until the next scrum meeting?
* Code the logic for openLatch(), closeLatch()
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Began setting up linux environment for C# programming for graphical output for demo. Began research on Fitz Law for Human Interactive Devices.
* What is planned to be done until the next scrum meeting?
  + Begin some basic GUI for mouse class demo. Continue research for Fitz Law.
* What are the hurdles?
  + No hurdles

**Daily Scrum Meeting Minutes: June 14th, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 9:56 PM

End time: 10:00 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Continued working on Data Structures scripts.
* What is planned to be done until the next scrum meeting?
* Research Data Structure Visualization.
* What are the hurdles?
* No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Started UI Implementation.
* What is planned to be done until the next scrum meeting?
* Continue UI Implementation and conduct research.
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Documentation.
* What is planned to be done until the next scrum meeting?
* Complete refractor
* What are the hurdles?
* Final Exam

Daniel Rivero:

* What was done since the last scrum meeting?
* Code logich for openLatch() & close Latch()
* What is planned to be done until the next scrum meeting?
* Explore with guido other possible functionality that can go inside the robot controller
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Finished setup of linux environment for c#. Began research on ways to detect mouse click while incorporating the rust mouse class
* What is planned to be done until the next scrum meeting?
  + Continue research for Fitz Law
* What are the hurdles?
  + No hurdles

**Daily Scrum Meeting Minutes: June 15th, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 9:30 PM

End time: 9:47 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Finished final exam and gathered more information for research.
* What is planned to be done until the next scrum meeting?
* EventListener implementation for Data Structures functions.
* What are the hurdles?
* No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Finished the basic template for UI and continued exploring research.
* What is planned to be done until the next scrum meeting?
* Rewrite some Sprint 1 Documentation, work on research, and begin implementing merge-sort scene.
* What are the hurdles?
* Upcoming OS exam on Tuesday

Pachev Joseph:

* What was done since the last scrum meeting?
* Finished refactoring mouse code.
* What is planned to be done until the next scrum meeting?
  + Meeting with Dr. Ortega to discuss the implications of the refactor and work on controller.
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Explored different types of functionality that can go inside the robot controller including extendarms(), useItem(), teleportBacktoUser(), and detectAround.
* What is planned to be done until the next scrum meeting?
* Implement some of the functions explored today.
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Studied for Software Testing. Created initial project files for MonoDevelop on Linux.
* What is planned to be done until the next scrum meeting?
  + Incorporating C# front-end to work with Rust library.
* What are the hurdles?
  + No hurdles

**Daily Scrum Meeting Minutes: June 16th, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:11 PM

End time: 10:20 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Designed UI Scripts and began Sprint 2 Documentation.
* What is planned to be done until the next scrum meeting?
* Implementation of UI Scripts including Hash-Table.js
* What are the hurdles?
* No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on Research.
* What is planned to be done until the next scrum meeting?
* Work on research, and continue implementing merge-sort scene.
* What are the hurdles?
* Upcoming OS exam on Tuesday

Pachev Joseph:

* What was done since the last scrum meeting?
* Worked with designing the code controller. Also, talked with Bernie and planned on our next steps regardign the gui.
* What is planned to be done until the next scrum meeting?
* Reschedule and meet with Dr. Ortega and continue working on the Controller code
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* -Implemented the following -extendArms() -useItem() -teleportBackToUser() -detectAround()
* What is planned to be done until the next scrum meeting?
* Start implementing the modularity of the robot
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Worked on c# front end for rust demo. Currently, it is working as a desktop app as a proof of concept. I also changed my rust settings by getting the nightly build of 1.19 and setting it as a compilation target. I hope for this to improve efficiency.
* What is planned to be done until the next scrum meeting?
  + I plan to meet with Pachev to continue work with devices. I also plan to continue working on demo front-end.
* What are the hurdles?
  + Encountering cross-platform compiling issues with rust on windows (Linux still works fine)

**Daily Scrum Meeting Minutes: June 19th, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 5:31 PM

End time: 5:57 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Implemented generic scenes in WebGL with Cannon.js
* What is planned to be done until the next scrum meeting?
* Scene completion in WebGL with Cannon.js
* What are the hurdles?
* No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on research, found a few good articles on how Virtual Reality has been used on enhancing e-learning.
* What is planned to be done until the next scrum meeting?
* Finish touching up the home landing page.
* What are the hurdles?
* Upcoming OS exam tomorrow

Pachev Joseph:

* What was done since the last scrum meeting?
* Continued working on the controller code with refractored changes.
* What is planned to be done until the next scrum meeting?
* Start on documentation for touch input then later move into implementation
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Worked on use case documentation.
* What is planned to be done until the next scrum meeting?
* Start implementing the modularity of the robot.
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Added traits to rust class. Continued work on demo desktop app -Currently in process of adding buttons and Dialogs for each of the supported devices
* What is planned to be done until the next scrum meeting?
  + Continue work on empty device. Come up with ideas to manipulate images of supported devices via device events
* What are the hurdles?
  + Issues retrieving device properties from operating system. This is needed to help create enums and structs for empty device.

**Daily Scrum Meeting Minutes: June 20th, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:31 PM

End time: 10:50 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Implemented more generic scenes in WebGL with Cannon.js
* What is planned to be done until the next scrum meeting?
* Begin Sprint 2 Documentation
* What are the hurdles?
* No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on research, found a few good articles on how Virtual Reality has been used on enhancing e-learning.
* What is planned to be done until the next scrum meeting?
* Finish touching up the home landing page.
* Work on BST scene.
* Figure out what can be done to enhance or polish the Users stories I have worked on so far.
* What are the hurdles?
* Had OS exam today.

Pachev Joseph:

* What was done since the last scrum meeting?
* Finished documentation on touch input and started on implementation
* What is planned to be done until the next scrum meeting?
* Continue working on the implementation of the touch device
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* -Implemented detectAround()   
   -Implemented teleportBackToUser()
* What is planned to be done until the next scrum meeting?
* Implement extendArms()
* Implement useItem()
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Worked on empty device rust class. This involved using the libusb to find get device properties.
* What is planned to be done until the next scrum meeting?
  + Continue working on empty device class. Work on GUI demo
* What are the hurdles?
  + No hurdles

**Daily Scrum Meeting Minutes: June 21st, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:32 PM

End time: 10:42 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Stack Interface Scene WebGL Prototype Complete except for user input
* What is planned to be done until the next scrum meeting?
* Add user input to Stack Interface Scene
* What are the hurdles?
* No hurdles.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on the landing page. Changed everything to BootStrap 4, made some images for the current scene links available. Attempted to make the page more pretty.
* What is planned to be done until the next scrum meeting?
* Going to continue working on the page. Work on documentation on so far.
* What are the hurdles?
* No hurdles.

Pachev Joseph:

* What was done since the last scrum meeting?
* Continued on working on touch implementation
* What is planned to be done until the next scrum meeting?
* - Finalize Documentation and close out tasks.
* - Meet with Bernie for Demo on Friday
* - Write unit tests for the Controller
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* -Completed collision detection logic for the statemachine board
* -Implemented robot mesh into Unity Scene
* -Animation for robot programming board
* What is planned to be done until the next scrum meeting?
* -Finish implementing extendArm()
* -Finish implementing useItem()
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Continued working on the generic/unsupported device implementation. Implemented functions and structs to be as generic as possible for an unsupported device.
  + Added more buttons for the GUI demo application. Started creating new windows to be called by the buttons when clicked.
* What is planned to be done until the next scrum meeting?
  + Continue work on generic device implementation and GUI Demo.
  + Meet with Pachev regarding demo
* What are the hurdles?
  + After reading the documentation, I am unsure of how the libusb rust library can obtain button information from a device. I need to look into this further by finding code samples

**Daily Scrum Meeting Minutes: June 22nd, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?

Stack Interface Scene WebGL Prototype Complete except for user input and more scripts added.

* What is planned to be done until the next scrum meeting?
* Add user input to scenes and attend Sprint Retrospective Meeting for Sprint 2.
* What are the hurdles?
* Establishing final boilerplate and references for WebVR using Three.js.

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on the landing page. Almost done.
* images for the current scene links available. Attempted to make the page more

aesthetic.

* What is planned to be done until the next scrum meeting?
* Work on bst scene and demo.
* What are the hurdles?
* No hurdles.

Pachev Joseph:

* What was done since the last scrum meeting?

- Discussed with Bernie the demo - added to documentation on controller - Setup tomorrow's demo for the controller

* What is planned to be done until the next scrum meeting?
* - Wrap up documentation for Controller for senior project folder including test - borrow a real

touch device to test over the weeknd

* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* -Finish implementing extendArm()
* -Finish implementing useItem()
* What is planned to be done until the next scrum meeting?
* -Finish documentation for this sprint
* -Implement the visual transitions for the statemachine board
* What are the hurdles?
* No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Added references to generic device rust class for integration with overall project.
* What is planned to be done until the next scrum meeting?
  + Work on documentation. Perform testing of generic device class
* What are the hurdles?
  + No hurdles

**Daily Scrum Meeting Minutes: June 26nd 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Began working on .demo() functions for the Visuals and continued to work on Sprint 2 Documentation.
* What is planned to be done until the next scrum meeting?
* Ensure that all documentation is precise and up to date. Work on WebGL .demo() functions.
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Continued working on Binary Search Tree Scene.
* What is planned to be done until the next scrum meeting?
* Continue working on Binary Search Tree Scene. Meet up with Daniel @danielkhawand to work on research paper..demo() functions.
* What are the hurdles?
* No Hurdles.

Bernardo Pla:

* What was done since the last scrum meeting?
* Worked on documentation for Sprint 2. I should be done with this by the end of the night. Started looking at frameworks for a web application to link to rust device library.
* What is planned to be done until the next scrum meeting?
* Finish documentation for Sprint 2. Build preliminary files for web application portion of project. Begin documentation for research paper. .demo() functions.
* What are the hurdles?
* No hurdles.

Pachev Joseph:

* What was done since the last scrum meeting?
* Started on Documentation for Touch Input Implementation
* What is planned to be done until the next scrum meeting?
* Continue working on Documentation and begin implementing code
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Planned out with Guido the following user stories to work on for this sprint
* What is planned to be done until the next scrum meeting?
* Start planning out how I’m going to visually represent transitions in the state machine.
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: June 27nd 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Continued to work on CANNON Demo Selector. Worked on documentation. Met with Hamilton C. to discuss research paper.
* What is planned to be done until the next scrum meeting?
* Work on CANNON Demo Selector some more.
* What are the hurdles?
* Unfinished documentation

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on BST scene. Met with Daniel K. to discuss research paper.
* What is planned to be done until the next scrum meeting?
* Work on BST Scene.
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Finished documentation for Sprint 2. Performed some research on the iron web framework which is written for Rust web applications. Met with Dr. Ortega to borrow Leap Motion for testing empty device rust class
* What is planned to be done until the next scrum meeting?
* Perform some tests with Leap Motion and empty device class. Begin construction of web application.
* What are the hurdles?
* No hurdles.

Pachev Joseph:

* What was done since the last scrum meeting?
* Met with Dr. Ortega to pickup an input device Started on Implementation of input device
* What is planned to be done until the next scrum meeting?
* Continue working on input device and test leap motion
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Began planning out how the visual representations for the transitions are going to look like
* Finished documentation for sprint 2
* What is planned to be done until the next scrum meeting?
* Start coding the visual representation of transitions
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: June 28th 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Designed iterative methods of visually demonstrating data structures with blocks.
* What is planned to be done until the next scrum meeting?
* Implement some of those iterative methods and optimize them.
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on Binary Search Tree Scene. Tried different solutions with how to create the link between nodes.
* What is planned to be done until the next scrum meeting?
* Continue working on creating the link between nodes.
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Worked on debugging empty device. There are some issues with its integration with the main rust class. Began diagramming of the web app demo. s
* What is planned to be done until the next scrum meeting?
* Meeting with Pachev to resolve bugs in empty device class integration and steps going forward.
* What are the hurdles?
* Need to ensure that our web app can be made compatible with the rust device library

Pachev Joseph:

* What was done since the last scrum meeting?
* Finished initial documentation on Input Device for Sprint 3. Continued working on the implementation of the input device in Rust
* What is planned to be done until the next scrum meeting?
* Get a version of the input device working on linux machine for demo
* What are the hurdles?
* No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Starting coding the visual representation of transitions
* What is planned to be done until the next scrum meeting?
* Finish coding the visual representation of transitions
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: June 29th 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
  + Worked on VR capabilities for threejs scene.
* What is planned to be done until the next scrum meeting?
  + Continue working on enabling VR capabilities.
* What are the hurdles?
  + No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
  + Worked on Binary Search Tree Scene. Found a component that made creating the links easy.
* What is planned to be done until the next scrum meeting?
  + Finish linking each node. Work on synchronizing the visibility of each entity.
* What are the hurdles?
  + No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Met with Pachev and we resolved issues with integration between empty device and main rust class. Pachev and I also discussed options for demo. I also began creating the preliminary files for the webapp demo
* What is planned to be done until the next scrum meeting?
  + Continue working on webapp demo
* What are the hurdles?
  + No hurdles.

Pachev Joseph:

* What was done since the last scrum meeting?
  + Met with Berni about empty device. Continued working on touch input device.Continued working on the implementation of the input device in Rust
* What is planned to be done until the next scrum meeting?
  + Continue working on touch input integration.
* What are the hurdles?
  + No Hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
  + Finished coding the visual representations of transitions
* What is planned to be done until the next scrum meeting?
  + Start planning out how the final touches to level 1
* What are the hurdles?
  + No hurdles

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

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Tested threejs scenes with Oculus Rift.
* What is planned to be done until the next scrum meeting?
* Continue VR work.
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Finished all the essentials of the Binary Search Tree scene.
* What is planned to be done until the next scrum meeting?
* Working on touching up the Binary Search Tree Scene. Work on Merge Sort Scene.
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* Continued working on web application. Obtained pictures of devices for webpages.
* What is planned to be done until the next scrum meeting?
* Continued working on web app.
* What are the hurdles?
* No hurdles.

Pachev Joseph:

* What was done since the last scrum meeting?
* Met with Dr. Ortega about demo idea. Continued working on touch input device. Did some research on Leap Motion and available APIs
* What is planned to be done until the next scrum meeting?
* Continue with the Touch input device
* What are the hurdles?
* Windows computers are \*\*NOT\*\* developer machies :D

Daniel Rivero:

* What was done since the last scrum meeting?
* Start planning out how the final touches to level 1
* What is planned to be done until the next scrum meeting?
* Start implementing what guido and I finalized for the design of level 1
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: July 3rd 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Researched WebVR API
* What is planned to be done until the next scrum meeting?
* Continue researching WebVR API
* What are the hurdles?
* Lack of knowledge on how WebVR API works

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on Merge Sort Scene.
* What is planned to be done until the next scrum meeting?
* Work on Merge Sort Scene. Get ngnx server running
* What are the hurdles?
* No hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
* worked on web app. Added more pages and events to click between them. (I have not had a chance to continue due to a family emergency)
* What is planned to be done until the next scrum meeting?
* Edit device photos to increase transparency on page
* What are the hurdles?
* need to figure out how to pass JSON messages from rust library or convert library to a dll

Pachev Joseph:

* What was done since the last scrum meeting?
* Continued working on touch input device.
* What is planned to be done until the next scrum meeting?
* Try to find native apis or wrapper to integrate touch input in rust without relying on libc
* What are the hurdles?
* No apis for touch input for RUST

Daniel Rivero:

* What was done since the last scrum meeting?
* Started implementing the finalizations of the level 1 design
* What is planned to be done until the next scrum meeting?
* Finish implementing the remaining assets level 1
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: July 4th 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* Researched WebVR API
* What is planned to be done until the next scrum meeting?
* Continue researching WebVR API
* What are the hurdles?
* Lack of knowledge on how WebVR API works + July 4th holiday constraints

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on documentation.
* What is planned to be done until the next scrum meeting?
* Work on documentation and merge sort scene
* What are the hurdles?
* 4th of July

Bernardo Pla:

* What was done since the last scrum meeting?
* added images to webpages for demo app. Transparency had no affect on web app presentation. Researched ways to get rust to integrate with webapp.
* What is planned to be done until the next scrum meeting?
* continue working on webapp. Document for end of sprint.
* What are the hurdles?
* 4th of July holiday. Also getting rust and .net web app to integrate may require major refactoring of rust library.

Pachev Joseph:

* What was done since the last scrum meeting?
* Worked on possible demo for showcase
* What is planned to be done until the next scrum meeting?
* Continue working on Touch input/documentation for end of sprint
* What are the hurdles?
* 4th of July

Daniel Rivero:

* What was done since the last scrum meeting?
* Finished implementing the remaining assets of level 1
* What is planned to be done until the next scrum meeting?
* Finish documentation for sprint 3
* What are the hurdles?
* 4th of July

**Daily Scrum Meeting Minutes: July 5th 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* WebVR API Testing
* What is planned to be done until the next scrum meeting?
* WebVR API Testing
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Finished merge sort scene.
* What is planned to be done until the next scrum meeting?
* Work on documentation and demo for Friday.
* What are the hurdles?
* Matrix Multiplication OS assignment has been consuming too many resources from my computer.

Bernardo Pla:

* What was done since the last scrum meeting?
* Experimented with a cargo nuget package builder to create a dll out of the rust library. This may help with the integration between rust and asp.net framework. This uses cargo commands followed by "-nuget" and command line flags. I also kept working on the pages in the web applications.
* What is planned to be done until the next scrum meeting?
* Continue webapp. Start and finish documentation
* What are the hurdles?
* Personal hurdles are present (death in the family) that may need to be addressed in the coming days

Pachev Joseph:

* What was done since the last scrum meeting?
* Worked on final Documentation for end of sprint/ Continued working on custom library for touch input device.
* What is planned to be done until the next scrum meeting?
* Continue working on library and wrap up tasks
* What are the hurdles?
* No hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Started documentation for sprint 3
* What is planned to be done until the next scrum meeting?
* Finish documentation for sprint 3
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: July 6th 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:30 PM

End time: 10:52 PM

Daniel Khawand:

* What was done since the last scrum meeting?
* WebVR API Testing
* What is planned to be done until the next scrum meeting?
* WebVR API Testing
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Got the nginx server running to host and demo the work so far.
  + http://104.236.51.191/
* What is planned to be done until the next scrum meeting?
* Finish working on the demo.
* What are the hurdles?
* No hurdles.

Bernardo Pla:

* What was done since the last scrum meeting?
* Continued working on web application for demo. Started documentation for end of sprint.
* What is planned to be done until the next scrum meeting?
* continue webapp to see if I can make breakthroughs on integration between app and rust library. Finish documentation.
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Wrapped up tasks in mingle and finished documentation for end of sprint
* What is planned to be done until the next scrum meeting?
* Prepare demo and record quick video
* What are the hurdles?
* Flight tomorrow morning

Daniel Rivero:

* What was done since the last scrum meeting?
* Finish documentation for sprint 3
* What is planned to be done until the next scrum meeting?
* Start working on demo for tomrrow
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: July 10th 2017**

Attendees: Daniel Rivero, Daniel Khawand, Hamilton Chevez, Pachev Joseph, Bernardo Pla

Start time: 10:00 PM

End time: 10:15 PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Spoke with Guido about what needed to be finalized this week for the game
* Added user stories to Mingle
* What is planned to be done until the next scrum meeting?
* Fix Bugs
* Polish the game
* What are the hurdles?
* None

Daniel Khawand:

* What was done since the last scrum meeting?
* Bug fixes to VR
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Organized myself for this coming sprint
* Explored how to force horizontal orientation on button click event
* What is planned to be done until the next scrum meeting?
* Work on documentation
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Testing of Touch Device library for errors or bugs
* Documentation
* What is planned to be done until the next scrum meeting?
* More testing and documentation
* What are the hurdles?
* None

Bernardo Pla:

* What was done since the last scrum meeting?
* Testing rust library with different devices
* What is planned to be done until the next scrum meeting?
* Testing will continue
* Start documentation
* What are the hurdles?
* Software Testing exam on July 11th.

**Daily Scrum Meeting Minutes: July 11th, 2017**

Attendees: Daniel Rivero, Hamilton Chevez, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:00 PM

End time: 10:25 PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Started Fixing bugs with the game
* Added feature to save the state of the statemachine
* What is planned to be done until the next scrum meeting?
* Add inventory to player
* Add inventory to robot
* What are the hurdles?
* No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
* Worked on documentation. Sequence Diagram and Class diagram for Sprint 3 BST Scene. The class diagram reflects the general system diagram
* What is planned to be done until the next scrum meeting?
* Start working on poster. Continue working on documentation
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Worked on documentation.
* What is planned to be done until the next scrum meeting?
* Continue working on documentation.
* Experiment with different demo ideas for showcase
* What are the hurdles?
* No hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
* Worked on documentation
* What is planned to be done until the next scrum meeting?
* Finalize existing scenes
* What are the hurdles?
* Text Geometry class has too many dependencies

Bernardo Pla:

* What was done since the last scrum meeting?
* Worked on documentation.
  + Finalized Sequence diagram for Web App User Story document
* Worked on implementing basic function to test Generic Device rust class
* What is planned to be done until the next scrum meeting?
* Continue working on function for generic device class
* Continue working on documentation
  + Includes the VIP Research Paper, Poster, Slides Presentation etc..
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: July 12th, 2017**

Attendees: Hamilton Chevez, Pachev Joseph, Daniel Rivero, Daniel Khawand, Bernardo Pla

Start time: 10:00 PM

End time: 10:20 PM

Hamilton Chevez:

* What was done since the last scrum meeting?
* Viewed previous semester poster and took down some pointers. Redid parts of my sequence diagram and class diagram
* What is planned to be done until the next scrum meeting?
* Continue working on documentation
* What are the hurdles?
* No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
* Worked on documentation. Started working on poster
* What is planned to be done until the next scrum meeting?
* Continue working on poster
* What are the hurdles?
* No hurdles

Daniel Rivero:

* What was done since the last scrum meeting?
* Added inventory to player
* What is planned to be done until the next scrum meeting?
* Add inventory to robot
* What are the hurdles?
* No hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
* Worked on fixing selection sort VR scene
* What is planned to be done until the next scrum meeting?
* Debugging
* What are the hurdles?
* Poster

Bernardo Pla:

* What was done since the last scrum meeting?
* Met with Dr. Ortega to discuss topics and layout of the VIP Research Paper.
* Started working on poster
* What is planned to be done until the next scrum meeting?
* Continue working on poster
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: July 13th, 2017**

Attendees: Hamilton Chevez, Daniel Rivero, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:00 PM

End time: 10:20PM

Daniel Rivero:

* What was done since the last scrum meeting?
* Added inventory for the robot
* What is planned to be done until the next scrum meeting?
* Write documentation for sprint 4
* What are the hurdles?
* No hurdles

Hamilton Chevez:

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

Pachev Joseph:

* What was done since the last scrum meeting?
* Work on documentation
* What is planned to be done until the next scrum meeting?
* Finish documentation
* Perform final testing for library
* What are the hurdles?
* No hurdles

Daniel Khawand:

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

Bernardo Pla:

* What was done since the last scrum meeting?
* Started working on technical document
* What is planned to be done until the next scrum meeting?
* Finish technical document
* Start and finish poster
* What are the hurdles?
* No hurdles

**Daily Scrum Meeting Minutes: July 17th, 2017**

Attendees: Hamilton Chevez, Daniel Rivero, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:00 PM

End time: 10:20PM

Daniel Rivero:

* What was done since the last scrum meeting?
  + Finished documentation for sprint 4
* What is planned to be done until the next scrum meeting?
  + Start writing technical documents
* What are the hurdles?
  + No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
  + Finished senior project poster, Worked on research paper
* What is planned to be done until the next scrum meeting?
  + Add my content to technical paper. Work on research paper
* What are the hurdles?
  + No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
  + Worked on and finished poster
* What is planned to be done until the next scrum meeting?
  + Finish research paper and technical document
* What are the hurdles?
  + No hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
  + Finished Senior Project Poster
* What is planned to be done until the next scrum meeting?
  + Continue working on technical document
* What are the hurdles?
  + No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Continued working on technical document and finished poster
* What is planned to be done until the next scrum meeting?
  + Continue working and finish technical document
* What are the hurdles?
  + No hurdles

**Daily Scrum Meeting Minutes: July 18th, 2017**

Attendees: Hamilton Chevez, Daniel Rivero, Pachev Joseph, Daniel Khawand, Bernardo Pla

Start time: 10:00 PM

End time: 10:20PM

Daniel Rivero:

* What was done since the last scrum meeting?
  + Finished technical documentation
* What is planned to be done until the next scrum meeting?
  + Continue and finish presentation slides
* What are the hurdles?
  + No hurdles

Hamilton Chevez:

* What was done since the last scrum meeting?
  + Finished working on technical document
* What is planned to be done until the next scrum meeting?
  + Continue adding own content to slides
* What are the hurdles?
  + No hurdles

Pachev Joseph:

* What was done since the last scrum meeting?
  + Finished technical document and added to slides
* What is planned to be done until the next scrum meeting?
  + Continue adding to slides and finish
* What are the hurdles?
  + No hurdles

Daniel Khawand:

* What was done since the last scrum meeting?
  + Finished technical document
* What is planned to be done until the next scrum meeting?
  + Reorganize directories and finish slides
* What are the hurdles?
  + No Hurdles

Bernardo Pla:

* What was done since the last scrum meeting?
  + Finished Technical document
* What is planned to be done until the next scrum meeting?
  + Continue working and finish slides
* What are the hurdles?
  + No hurdles