Give improvement and date everyday you work on the project

Members	Sprint 1
Cameron Taylor	- Learned how react.js works 10/11 through 10/18 - Navigation bar 10/16 - SplitPane Outliner 10/17
Ruiyang Liu	- Learned how react.js works 10/13 - Add cube operation. 10/14 - Created a button to reset the cube to a certain position. 10/18
Gabriel Aizenman	- Learn how to code in react 10/11 to 10/16 - Created a button to add Cylinders 10/15 - Created a button to add Spheres 10/17 - Merged object creation with outliner 10/18
Eric Huang	- Learned very basics of React and familiarized self with react-three-fiber - Added the functionality to transform, rotate, and translate the meshes for spheres, cylinders, and cubes 10/19

Antonio Ibarrola	- Learned the basics of React
	    - 10/11 - 10/20
	- Create grid
	    - 10/15
	- Created reusable toggle button
	    - 10/15-10/16
	- Added the functionality for toggling the grid on or off
	    - 10/17

Zach Booth	- Learned the basics of react and react three fiber - Set up the Github repo - Proposed using react and react three fiber

Members	Sprint 2

Cameron Taylor	- ObjList
	    - 11/1-11/2
	Sprint 3
	- Made single selection work from ObjectList
	    - 11/11
	- Made Smooth Shading and Wireframe toggleable from scene Window
	    - 11/12
	Sprint 4
	- Made Visibility toggle
	    - 11/20-11/21
	- Added Flat Shading from Backlog
	    - 11/22
	- Document Templates
	    - 11/30

Ruiyang Liu	● Worked with Cameron and Gabi to make object outliner
	○ 10/24
	● Worked with Cameron and Gabi to show object name on outliner
	11/2
	● Worked on Sprint plan 4
	● Worked on Post Sprint 3 report
	● Updated Scrum Board
	● Learned from example code on how to select an object.
	11/2 - 11-5
	● Worked with Cameron and Gabi on object selection in the outliner.
	11/5 - 11/12
	● Added the name tag in the object list, clients can define the mesh name.
	11/22
	● Added the "help" dropdown button in the navigator
	11/23
Gabriel Aizenman	● Created color selector
	○ 11/7
	● Connected color selector with the color of the objects
	○ 11/9
	● Worked with Antonio to get the colors to switch for each separate object
	○ 11/12
	● Added toggle for the fog
	○ 11/18
	● Added functionality to the toggle
	○ 11/21
Eric Huang	● Fixed bug of multiple orbital controls activating
	○ 10/27
	● Fixed bug of orbital controls still working when transforming a mesh
	○ 10/27
	● Added toggle to enable/disable transform controls when 't' is pressed.
	○ 11/2
	● Worked on selecting multiple meshes (not implemented in latest commit due to code restructuring.
	○ 11/7
	● Added functionality for deleting and deselecting meshes
	○ 11/14
	● Added functionality for deleting lights
	○ 11/15
	● Working of functionality to make a deep copy of the object states
	○ 11/21
	● Added 'command + s' to save state of models, command z to jump to last save
	○ 11/29
	● Added 'command + c' to clear the save states, command z to

	traverse previous saves, command shift z to redo the un-done saves, still buggy when keys are spammed ○ 11/30

Antonio Ibarrola	● Reformatted the code
	    ○ 10/25
	● Created toolbar and hotkeys functionality
	    ○ 10/27
	● Small reformats and design
	    ○ 11/2
	● Added lights functionality
	    ○ 11/8
	● Helped in refactoring code (functional vs class)
	    ○ 11/8 - 11/10
	● Added object hover outlines and shadows
	    ○ 11/12
	● Added TransformControls UI
	    ○ 11/15
	● Added more shapes
	    ○ 11/18

Zach Booth	● Learned the basics of react and react three fiber
	● Set up the Github repo
	● Proposed using react and react three fiber
	    ○ 10/20
	● Encapsulated all model code into a single component
	    ○ 11/2
	● Major overhaul of state handling and code simplification
	    ○ 11/9
	● Working on serialization and deserialization code for saving, loading, exporting, undo, and redo
	    ○ 11/23
	● Finished code for saving and loading
	    ○ 11/26