**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 02/04/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* General overview of Unreal Engine and confirming the proper installation on both my desktop and laptop
* What is planned to be done until the next scrum meeting?
* Work on Unreal Engine 4 tutorials and explore the various options inside Unreal Engine 4
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and a distinct separation between the graphical programming and C++ programming for Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* Familiarizing myself with the language of C++, and reading up on Unreal Engine.
* What is planned to be done until the next scrum meeting?
* Learn more about language syntax and work to install Unreal Engine.
* What are the hurdles?
* I’ve never touched C++ before, so tackling the new language.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sunday 02/05/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Watched and completed half of the first tutorial on https://www.raywenderlich.com/151018/unreal-engine-4-tutorial-beginners
* What is planned to be done until the next scrum meeting?
* Finish the rest of the tutorial mentioned above and become more familiar with Unreal Engine 4’s tools
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and compatibility issues between the commands/actions taken in the tutorial with my version of Unreal Engine

Taufiq Islam

* What was done since the last scrum meeting?
* Started reading the first chapter of C++ Primer 5th Edition and learning the basics of writing, compiling, syntax, and statements.
* What is planned to be done until the next scrum meeting?
* Continue reading the book and watching online tutorial videos for C++ and Unreal Engine.
* What are the hurdles?
* Unfamiliarity with C++ and Unreal Engine.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Monday 02/06/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Completed the tutorial at https://www.raywenderlich.com/151018/unreal-engine-4-tutorial-beginners
* What is planned to be done until the next scrum meeting?
* Begin the tutorial at https://docs.unrealengine.com/latest/INT/Videos/PLZlv\_N0\_O1gZalvQWYs8sc7RP\_-8eSr3i/r4tltrLLVuQ/
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and compatibility issues between the commands/actions taken in the tutorial with my version of Unreal Engine

Taufiq Islam

* What was done since the last scrum meeting?
* Caught a virus and was put out of commission until the 9th.
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Tuesday 02/07/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Nothing relevant to this project, was busy most of the day between meetings and picking up my car from a body shop
* What is planned to be done until the next scrum meeting?
* Finish the video for the tutorial at https://docs.unrealengine.com/latest/INT/Videos/PLZlv\_N0\_O1gZalvQWYs8sc7RP\_-8eSr3i/tD3dIPxtLzA/index.html
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and compatibility issues between the commands/actions taken in the tutorial with my version of Unreal Engine

Taufiq Islam

* What was done since the last scrum meeting?
* Caught a virus and was put out of commission until the 9th.
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Wednesday 02/08/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Watched and completed the video for the tutorial at https://docs.unrealengine.com/latest/INT/Videos/PLZlv\_N0\_O1gZalvQWYs8sc7RP\_-8eSr3i/tD3dIPxtLzA/index.html
* What is planned to be done until the next scrum meeting?
* Watch and complete the next video for the tutorial series mentioned above
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and compatibility issues between the commands/actions taken in the tutorial with my version of Unreal Engine

Taufiq Islam

* What was done since the last scrum meeting?
* Caught a virus and was put out of commission until the 9th.
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Thursday 02/09/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Completed the tutorial at https://docs.unrealengine.com/latest/INT/Videos/PLZlv\_N0\_O1gZalvQWYs8sc7RP\_-8eSr3i/tD3dIPxtLzA/index.html
* What is planned to be done until the next scrum meeting?
* Begin and complete the tutorial at https://docs.unrealengine.com/latest/INT/Videos/PLZlv\_N0\_O1gZalvQWYs8sc7RP\_-8eSr3i/4NcpKCafZgU/index.html
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and compatibility issues between the commands/actions taken in the tutorial with my version of Unreal Engine

Taufiq Islam

* What was done since the last scrum meeting?
* Finally regained my health and was able to continue learning about C++, I covered a bit of Chapter 8 in the book to familiarize myself with the C++ Libraries.
* What is planned to be done until the next scrum meeting?
* Learn more about C++ and try to start watching the tutorial videos Fernando has been viewing for this week.
* What are the hurdles?
* Trying to soak in all this information about C++ so I can get started with the nitty gritty of Unreal.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Friday 02/10/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Completed 3rd and 4th videos on <https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gZalvQWYs8sc7RP_-8eSr3i/tD3dIPxtLzA/index.html>
* What is planned to be done until the next scrum meeting?
* Complete the 5th and 6th videos on <https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gZalvQWYs8sc7RP_-8eSr3i/index.html>
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and compatibility issues between the commands/actions taken in the tutorial with my version of Unreal Engine

Taufiq Islam

* What was done since the last scrum meeting?
* Finished up the basics of synchronization in C++ and began watching online video tutorials on Unreal Engine.
* What is planned to be done until the next scrum meeting?
* Continue watching tutorials about UE4 and learn the interface well.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 02/11/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Completed 5th video on <https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gZalvQWYs8sc7RP_-8eSr3i/tD3dIPxtLzA/index.html>
* What is planned to be done until the next scrum meeting?
* Complete 6th and 7th videos on <https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gZalvQWYs8sc7RP_-8eSr3i/tD3dIPxtLzA/index.html>
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and compatibility issues between the commands/actions taken in the tutorial with my version of Unreal Engine

Taufiq Islam

* What was done since the last scrum meeting?
* Finished up the basics of synchronization in C++ and began watching online video tutorials on Unreal Engine.
* What is planned to be done until the next scrum meeting?
* Continue watching tutorials about UE4 and learn the interface well.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sunday 02/12/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Completed 6th and 7th videos on <https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gZalvQWYs8sc7RP_-8eSr3i/tD3dIPxtLzA/index.html>
* What is planned to be done until the next scrum meeting?
* Completed 8th and 9th videos on <https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gZalvQWYs8sc7RP_-8eSr3i/tD3dIPxtLzA/index.html>
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and compatibility issues between the commands/actions taken in the tutorial with my version of Unreal Engine

Taufiq Islam

* What was done since the last scrum meeting?
* Found a very descriptive tutorial about UE4 on Lynda and started watching the Introduction. <https://www.lynda.com/Unreal-Engine-tutorials/Unreal-Essential-Training/424941-2.html?utm_source=google&utm_medium=cpc&utm_campaign=l1-US-Search-3D-Unreal&cid=l1-us:en:ps:lp:prosc:s1:7483:all:google:mbm-unreal_engine_tutorial&utm_content=104634528786&utm_term=%2Bunreal%20%2Bengine%20%2Btutorial&src=go-pa&veh=saud-155532282786:kwd-69594344684_pcrid_104634528786_pkw_%2Bunreal%20%2Bengine%20%2Btutorial_pmt_b_pdv_c_ext__plc__trg__agid_25769857026_cmid_403126266_adp_1t1_net_g>
* What is planned to be done until the next scrum meeting?
* Continue with the UE4 tutorial and cover all of Chapter 1.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Monday 02/13/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Completed 8th and 9th videos on <https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gZalvQWYs8sc7RP_-8eSr3i/tD3dIPxtLzA/index.html>
* What is planned to be done until the next scrum meeting?
* Design a simple spawning and containment system for blocks in Code Blocks to contain variable information
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* This was a day I couldn’t work on the project due to my schedule.
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Tuesday 02/14/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Worked on the design for spawning blocks that contain information. No visible results yet, only blueprint work.
* What is planned to be done until the next scrum meeting?
* Work on spawning blocks that contain information.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* Finished all of Chapter 1 in the UE4 tutorial on Lynda, familiarizing myself with the user interface.
* What is planned to be done until the next scrum meeting?
* Continue with the UE4 tutorial and cover all of Chapter 2.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Wednesday 02/15/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Worked on the design for spawning blocks that contain information. Sample blocks that contain text have been made, but cannot spawn or copy them for some reason.
* What is planned to be done until the next scrum meeting?
* Find out why I can’t spawn or copy the variable blocks containing text and make it work.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* This was a day I couldn’t work on the project due to my schedule.
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Thursday 02/16/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Remade the system for both the blocks that contain text and their spawning/copying methods, since I could not fix the issue. Newly made blocks sometimes lose all of their data.
* What is planned to be done until the next scrum meeting?
* Finalize the spawning and copying of blocks that contain text so that they do not lose their data, can be spawned/copied, and can be linked to from blueprints.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* Finished all of Chapter 2 in the UE4 tutorial on Lynda, familiarizing myself with projects, the content browsing, and manipulation techniques.
* What is planned to be done until the next scrum meeting?
* Continue with the UE4 tutorial and cover all of Chapter 3.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Friday 02/17/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* No headway made on stabilizing the data of newly made blocks with text, started a variant experiment using blocks that contain textures as their data to see if a different method of doing so will work.
* What is planned to be done until the next scrum meeting?
* Finish the experiment using blocks containing textures as data (should be simpler, since it’s a part of the block itself and not an extra variable)
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* Finished all of Chapter 3 in the UE4 tutorial on Lynda, familiarizing myself with landscape tools, and applying landscape materials.
* What is planned to be done until the next scrum meeting?
* Continue with the UE4 tutorial and cover all of Chapter 4.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 02/18/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Alternate way of stabilizing the method of new blocks using blocks that had textures as their data worked. Applied method to blocks that held text values as their data.
* What is planned to be done until the next scrum meeting?
* Create a simple game in Unreal Engine 4 that can externalize some of its values to the blocks already made.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* Finished all of Chapter 4 in the UE4 tutorial on Lynda, familiarizing myself with level design using blocking.
* What is planned to be done until the next scrum meeting?
* Continue with the UE4 tutorial and cover all of Chapter 5, 6, and 7.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sun 02/19/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Worked on making the simple game. Some plugins were out not functioning correctly and had to be reinstalled for Unreal Engine 4.
* What is planned to be done until the next scrum meeting?
* Finish the simple game and test changing the data of the blocks made outside of the game to see if the game values are changed.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* Finished all of Chapters 5, 6, and 7 in the UE4 tutorial on Lynda, familiarizing myself with level assembly and look design using lighting and materials.
* What is planned to be done until the next scrum meeting?
* Continue with the UE4 tutorial and cover all of Chapter 8, 10, and 11.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Monday 02/20/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Simple game gave errors on most blueprints after a quick change to the logic of one portion. Spent the day trying to fix that since the logic change was necessary to test the block changes.
* What is planned to be done until the next scrum meeting?
* Finish the simple game to test the blocks that hold data.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* This was a day I couldn’t work on the project due to my schedule.
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Tuesday 02/21/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Finished the simple game, but the tests for the blocks was inconsistent (the data was being grabbed and modified, but not always from the right block.) Unsure if it’s a type, ID, or data check that is failing.
* What is planned to be done until the next scrum meeting?
* Change the logic for testing such that the simple game grabs the correct block each time the value is changed
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* Finished all of Chapters 8, 10, and 11 in the UE4 tutorial on Lynda, familiarizing myself with post process effect, look-development effects, and visual scripting in UE4.
* What is planned to be done until the next scrum meeting?
* Continue with the UE4 tutorial and cover all of Chapter 13, and 14.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform.

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Wednesday 02/22/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Changed the logic for testing the blocks to make sure the right one was being used for each section, but game became unplayable as a result. Had to undo the changes to let the game run, but test results are still inconsistent.
* What is planned to be done until the next scrum meeting?
* Change the logic for testing the blocks so that the correct block is used for data allocation and modification each time
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* This was a day I couldn’t work on the project due to my schedule.
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Thursday 02/23/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Updated to Unreal Engine 4.15, several assets could not be remade automatically so the project cannot open.
* What is planned to be done until the next scrum meeting?
* Figure out a way to get the project working with the current version of Unreal Engine, or start the project again from the game first to make the testing easier.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4, and updated version changing some assets and blueprint logic

Taufiq Islam

* What was done since the last scrum meeting?
* Finished all of Chapters 13, and 14 in the UE4 tutorial on Lynda, familiarizing myself with performance monitoring, and play testing a blueprint.
* What is planned to be done until the next scrum meeting?
* Begin research on networking and multiplayer functionality in UE4.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform, and lack of networking experience. .

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Friday 02/24/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Used videos 1 through 5 on <https://www.youtube.com/playlist?list=PLSfh6YsA0Lhu8r5xVSp5pnMziDkdt-vrW> to start the creation of a Pong game to externalize variables from. Simpler than the previous game, since I could not even come up with a name for it.
* What is planned to be done until the next scrum meeting?
* Make more progress on the Pong game using the tutorial videos to avoid issues like the previous game.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* Found various articles written by Unreal Engine about built-in multiplayer functionality and networking in UE4.
* What is planned to be done until the next scrum meeting?
* Finish reading these two articles:  
   <https://docs.unrealengine.com/latest/INT/Gameplay/Networking/Server/index.html>  
   <https://docs.unrealengine.com/latest/INT/Gameplay/Networking/Actors/index.html>
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform, and lack of networking experience. .

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 02/25/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Used videos 6-10 to make more progress on the Pong game. Added logic to most of the objects made, such as collisions for the paddles, walls, and goals.
* What is planned to be done until the next scrum meeting?
* Use the rest of the videos at <https://www.youtube.com/playlist?list=PLSfh6YsA0Lhu8r5xVSp5pnMziDkdt-vrW> to finish the Pong game and avoid issues such as those in my previous attempt.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and the maker of the videos speeding through important portions too quickly

Taufiq Islam

* What was done since the last scrum meeting?
* Found various articles written by Unreal Engine about built-in multiplayer functionality and networking in UE4.
* What is planned to be done until the next scrum meeting?
* Finish reading these two articles:  
   <https://docs.unrealengine.com/latest/INT/Gameplay/Networking/Server/index.html>  
   <https://docs.unrealengine.com/latest/INT/Gameplay/Networking/Actors/index.html>
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform, and lack of networking experience. .

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sunday 02/26/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Mostly completed the Pong game with the added material from videos 11-15.
* What is planned to be done until the next scrum meeting?
* Watch the last videos at <https://www.youtube.com/playlist?list=PLSfh6YsA0Lhu8r5xVSp5pnMziDkdt-vrW> to make sure there are no hidden issues such as the Package Build which is not working for this project.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and lack of a smarter search when general terms/phrases are required to explain something inside of the Unreal Engine 4 documentation

Taufiq Islam

* What was done since the last scrum meeting?
* Finished reading the two articles and learning about UE4’s client-server model of networking.
* What is planned to be done until the next scrum meeting?
* Researching more about how to actually implement the client-server model with a blueprint to give a game multiplayer functionality.
* What are the hurdles?
* Mainly unfamiliarity with the Unreal Engine platform, and lack of networking experience. .

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Monday 02/27/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Watched the last videos at <https://www.youtube.com/playlist?list=PLSfh6YsA0Lhu8r5xVSp5pnMziDkdt-vrW> and finished the Pong game according to the instructions.
* What is planned to be done until the next scrum meeting?
* Use the inventory system from the previous tutorial series to create a window that can be opened and closed that will store the code blocks, along with placeholders to test it out.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

* What was done since the last scrum meeting?
* This was a day I couldn’t work on the project due to my schedule.
* What is planned to be done until the next scrum meeting?
* What are the hurdles?

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Tuesday 02/28/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Window to store the code blocks was created, and a sample variable code block was tested.
* What is planned to be done until the next scrum meeting?
* Set up a system to switch between levels, so one level can handle all the logic for code blocks and all the others handle individual games
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and some counterintuitive help messages from the errors, such as “Class ABC given for input, but class ABC\_C expected”

Taufiq Islam

* 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:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Wednesday 03/01/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Set up the level changing system, but Pong level is unplayable due to an issue with the player character. Most of the time today was spent trying to figure it out with no result.
* What is planned to be done until the next scrum meeting?
* Make the Pong level playable through the level switching system, and move on to transferring the code block info between levels.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and not knowing what question I need to ask to look up the answer I need to find

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Thursday 03/02/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Fixed the Pong level’s playability issue, as the game mode had to be set through an extremely specific context window for each level. That allowed the paddle to actually spawn, moved the camera to the correct position, and recognized the player input.
* What is planned to be done until the next scrum meeting?
* Set up the Pong game to receive the info from the variable code block and test different inputs
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and lack of useful articles or documentation that mention where to change certain properties instead of details about the usage and reasoning behind making those properties

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Friday 03/03/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Was unable to transfer information between levels as previously thought. Learned how to use Save Game Objects to try and transfer the information that way.
* What is planned to be done until the next scrum meeting?
* Use the the resources found on Save Game Objects to transfer the code block’s data to a different level and apply it.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and too many tutorials/references that are only partially useful instead of covering the topic in detail

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 03/04/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Set up the Save Game Objects to save and load the variable information. The receiver in the Pong level is either not going through the event properly or not getting the data. The amount of testing just to confirm that was well beyond expectations. On a side note, fixed the randomly rotating paddles bug.
* What is planned to be done until the next scrum meeting?
* Get the data properly transferred to the Pong level and use it to set the enemy AI paddle speed.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and the lack of any errors when things are going wrong (There are logic errors about casting or referencing to yourself, but nothing about checking if info exists or is valid for this portion)

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sunday 03/05/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Confirmed that the information is being sent and received, but not used. The receiver is not firing the event for modifying its data using the new data. Unsure if this is due to how buggy the loading between levels is (as levels are “opened” but never closed without closing the entire application, so the events for when they first begin only fire once) or how I am using the Save Objects, as there are multiple ways to transfer the information using them.
* What is planned to be done until the next scrum meeting?
* Try using the Save Objects combined with a database for each level, to hold global variables and force a result that I can test. If done quickly, redo this in a less global way.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4 and reworking the design/implementation based on what Unreal Engine cannot do in certain ways (can’t set the info for other levels before they’re opened, as an example)

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Monday 03/06/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Attempted to transfer information across levels using Save Objects as a database. End result is that the data doesn’t get transferred properly.
* What is planned to be done until the next scrum meeting?
* Figure out how to use Save Objects properly or find a quick and simple substitute.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Tuesday 03/07/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Switched to using a GameInstance to store the information. The test variable can be modified in one level, stored in the GameInstance, and read from another level properly.
* What is planned to be done until the next scrum meeting?
* Externalize more variables from Pong to the GameInstance
* What are the hurdles?
* Unfamiliarity with the shortcuts in Unreal Engine 4

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Wednesday 03/08/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Set up Game, AI Difficulty, Ball Speed, Background, and Score Limit as externalized variables from Pong.
* What is planned to be done until the next scrum meeting?
* Review what can still be externalized from Pong, and add at most two more variables before moving on to making another game to externalize.
* What are the hurdles?
* Unfamiliarity with Unreal Engine 4

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Thursday 03/09/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Friday 03/10/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 03/11/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sunday 03/12/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Monday 03/13/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Tuesday 03/14/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Wednesday 03/15/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Thursday 03/16/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Friday 03/17/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 03/18/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sunday 03/19/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Monday 03/20/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Caught a bad flu, unable to work
* What is planned to be done until the next scrum meeting?
* Recover at home
* What are the hurdles?
* Cannot connect thoughts and physical actions effectively enough to make progress while sick

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Tuesday 03/21/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Confirmed Pong and variable block logic is sound and marked as complete. Looked into even simpler games or programs that can use loops for Code Blocks. Current idea to work with is a simple Dancing Game where variable blocks have cardinal direction movements and loop blocks determine how many items and how many loops.
* What is planned to be done until the next scrum meeting?
* Work on the Dancing Stickman game idea.
* What are the hurdles?
* First original design in terms of working without a tutorial or base program/game.

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Wednesday 03/22/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Created a basic level and the various blueprints expected to be required. No logic other than returning back to the main area from the new level though.
* What is planned to be done until the next scrum meeting?
* Implement the logic for the blueprints made.
* What are the hurdles?
* Blueprints simplify a lot of the work, but also make it more convoluted, as referencing each child of one HUD element is tricky.

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Thursday 03/23/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Did the camera logic (setting it up, referencing it to be used instead of the player character) and cleaned up the stage for the dancing stickman somewhat.
* What is planned to be done until the next scrum meeting?
* Continue working on the dancing stickman level.
* What are the hurdles?
* What I considered simple in terms of logic and work required a lot more investigation and working around than expected

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Friday 03/24/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Removed logic for player character and added the basic templates to be used in the HUD. (Player character logic was messing up the camera view and changing the perspective, but a player character is still needed)
* What is planned to be done until the next scrum meeting?
* Work on the HUD
* What are the hurdles?
* Figuring out what is required by Unreal Engine and making that fit with what I am planning for the dancing stickman game.

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 03/25/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Read research paper from Doctor Ortega (<http://openhid.com/assets/conferences/3dui/2017/blocks_final_ortegaetal_KELVAR2017_Feb232017.pdf>) and looked up some of the references for more information
* What is planned to be done until the next scrum meeting?
* Check the rest of the references and their own references for possible works I can use
* What are the hurdles?
* Reading through a lot of papers

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sunday 03/26/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Finished reading through the references, added some logic for the HUD elements and a basic view of what the final design should look like.
* What is planned to be done until the next scrum meeting?
* Continue working on the logic for the HUD elements
* What are the hurdles?
* Using programming logic with blueprints, when concepts like arrays, lists, and loops do not work in the same way but are still referenced similarly.

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Monday 03/27/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Tried various ways to reference HUD elements as and after they are created, but was not able to do so
* What is planned to be done until the next scrum meeting?
* Continue working on getting the newly created command and loop blocks in the HUD to be referenced properly
* What are the hurdles?
* Newly created object logic does not mix well with newly created HUD element logic

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Tuesday 03/28/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Worked on properly referencing newly created loop and command blocks. Only learned more ways that do not work, such as using an array or pointing to a slot (which doesn’t exist in most HUD elements)
* What is planned to be done until the next scrum meeting?
* Find a way to properly reference loop and command blocks after being created in the Dancing Stickman HUD, or settle for making a fixed amount of elements to be replaced and do in place logic
* What are the hurdles?
* Common C, Java, and C++ sense does not mesh well with how the blueprint logic works

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Wednesday 03/22/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Gave up on having the option of making various loop and command blocks, fixed the total amount to four blocks with one loop block and four command blocks. Initial logic to read from these (individually) is done.
* What is planned to be done until the next scrum meeting?
* Finish the logic for the fixed loop and command blocks in terms of reading and changing (animation) frames based on what is read.
* What are the hurdles?
* Simple ideas translating to complicated implementation

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Thursday 03/30/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Worked on reading the loop and command blocks in order, but could not get the looping to reread the expected blocks.
* What is planned to be done until the next scrum meeting?
* Fix the loop logic such that it properly reads the expected command blocks the expected amount of times.
* What are the hurdles?
* Awkward storage for non single variables (such as what you’d store in an array), in which every value needs its own variable

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Friday 03/31/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Tried three different variations on making the loop logic work, none worked.
* What is planned to be done until the next scrum meeting?
* Make the loop blocks work
* What are the hurdles?
* Frustration between similar terminology and very different implementation/usage between C++ and blueprint sockets

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Saturday 04/01/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Looked up ways to implement looping logic with HUD elements for Unreal Engine, could not find a viable way to make it work for the Dancing Stickman game
* What is planned to be done until the next scrum meeting?
* Read research paper in regards to MIT Scratch <https://www.academia.edu/8887324/MIT_Scratch_A_Powerful_Tool_for_Improving_Teaching_of_Programming> as a small break
* What are the hurdles?
* Cannot make the looping logic work with common sense, both in and out of programming mindsets

Taufiq Islam

**Daily Scrum Meeting Minutes:**

Attendees: Fernando de Zayas, Taufiq Islam

Date: Sunday 03/26/2017

Start time: 10:00PM

End time: 10:30PM

Fernando de Zayas

* What was done since the last scrum meeting?
* Read the MIT Scratch research paper (<https://www.academia.edu/8887324/MIT_Scratch_A_Powerful_Tool_for_Improving_Teaching_of_Programming>) and skimmed through the references for relevant papers
* What is planned to be done until the next scrum meeting?
* Get the loop logic for Dancing Stickman working, ignore having the choice to put a command or loop and just set them manually
* What are the hurdles?
* The equivalent of running into a concrete wall from different positions, since each attempt or logic for making loop logic work so far seems to end at the same place (not feasible)

Taufiq Islam