

Matthew Buglass - Activity Log

Title

Date: Jan 28, 2024

Time:

Activity Description:

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Release ID1 Cutting

Date: Jan 28, 2024 4:00 p.m.

Time: 5hrs

Activity Description:

- Helping cleanup tasks before sprint close
 - Monitoring release cut
 - Updated data model design
 - Wrote sprint and card summary wiki
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Review/Retro/Planning

Date: Jan 29, 2024 1:30 p.m.

Time: 1hr

Activity Description:

- Moderated the Review Retro and planning meeting for ID1 to ID2
 - Set goal of ID2 sprint
 - Estimated ID2 issues
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PM Pairing Session

Date: Jan 29, 2024 3:30 p.m.

Time: 2.5hrs

Activity Description:

- Paired with Trang as PM shadow
- Created detailed cards for the sprint

- Broke down larger tasks
 - General backlog grooming
 - Created ID presentation template
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Backlog Grooming

Date: Jan 30, 2024 12:30 p.m.

Time: 1.25hrs

Activity Description:

- Backlog grooming
 - Task decomosision and assignment
 - Wrote Project summary for ID1 presentation
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Stakeholder meeting

Date: Feb 1, 2024 4:30 p.m.

Time: 1 hr

Activity Description:

- Met with Wade and discussed the project
 - Got some more clarity on some of the intangibles
 - See the meeting minuntes [here](#)
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Oculus Testing

Date: Feb 2, 2024 1:00 p.m.

Time: 1 hr

Activity Description:

- Set up the provided Ocuculus.
 - Experimented with different VR content to familiarize myself with the interaction flow
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Oculus Testing and Backlog Refinement

Date: Feb 4, 2024 2:30 p.m.

Time: 2 hrs

Activity Description:

- Co-ordinated ID 2's Inspections and made the inspection template
- Made testing cards for ID 2 features

- Groomed the backlog
 - Ensured team is keeping up on PR review
 - Set up staging site project
 - UI interaction thoughts/brainstorm
 - Inputs (per controller):
 - Bumper
 - Trigger
 - Stick
 - Stick press
 - Primary Button (lower)
 - Secondary button (upper)
 - Required actions
 - Graph Context
 - Zoom
 - Pan
 - Select
 - Select axis
 - PCA Context
 - Increment/Decrement
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Code Inspection

Date: Feb 5, 2024 12:45 p.m.

Time: 1 hr

Activity Description:

- Participated and moderated a code inspection for our logging config
 - Discussed with Dev team members, Jesse and Quinn, about out motion controls/interaction design
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Code Review

Date: Feb 8, 2024 12:45 p.m.

Time: 1.5 hrs

Activity Description:

- Monitored ongoing dev work to go in before code freeze
 - Reviewed all outstanding PRs and helped with PR style alignment
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Organizing ID2 submission

Date: Feb 10, 2024 10:00 a.m.

Time: 2 hrs

Activity Description:

- Organized the sprint board
 - Collected artifacts for ID2 submission
 - Made ID2 presentation template
 - Prepared for ID2 retro
 - Planned for ID3
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Design pairing

Date: Feb 10, 2024 1:00 p.m.

Time: 2.5 hrs

Activity Description:

- Researching PCA
 - Mean scale and center on 0
 - Draw LOBF in least squares through origin (PC1)
 - Maximum variance of direction of data
 - Draw line orthogonal to PC1 through average point (PC2)
 - PC1 and PC2 define a window into the variable space
 - Project down one dimension to form the plane scores
 - Lagrange multiplier section to solve optimization to preserve information over the projection
 - Pick eigen vector with largest eigen vector
 - Designing interaction diagrams
 - Refining class and data abstractions
 - Created the Sequence Diagram
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Inspection and Submission Bundling

Date: Feb 11, 2024 2:00 p.m.

Time: 3 hrs

Activity Description:

- Participated in an inspection of my Effective Code Review documentation
 - Assembled final artifacts for submission
 - Assistend in ID2 release tagging.
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