

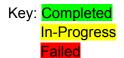
# Daily Standup:

# 02/09/24:

# Tasks:

- 1. Find a potential bug that we could identify and fix for the sake of contributing to an open-source project.
- 2. Identify a small list of projects from which we could find that bug.

- 1. Identified list of potential project:
  - a. Godot (Primary)
  - b. Roc
  - c. Osu
  - d. Zulip
- 2. Created list of potentially suitable bugs (from Godot):
  - a. <a href="https://docs.google.com/document/d/1LxB6fZLrktZfeTcDmZWN1D1SPpqn">https://docs.google.com/document/d/1LxB6fZLrktZfeTcDmZWN1D1SPpqn</a> <a href="https://document/d/1LxB6fZLrktZfeTcDmZWN1D1SPpqn">https://document/d/1LxB6fZLrktZfeTcDmZWN1D1SPpqn</a> <a href="https://document/d



## 02/16/24:

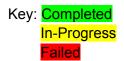
## Tasks:

- 1. Set up the environment (Find what version of language they are using, fork the project)
- 2. Reach out to developers for pull permissions
- 3. Get a feel of the project through an independent clone of a fork
- 4. (Extra) Try to reproduce a bug and identify potential solutions.

#### Block:

1. Teammate was not present so we couldn't identify a single bug yet

- 1. Found contribution guide for Godot:
  - o godot/CONTRIBUTING.md at master · godotengine/godot · GitHub
- 2. Joined Godot Discord
  - o <u>Discord</u>
- 3. Found Godot Contribution Chat
  - Godot Contributors Chat (godotengine.org)
- 4. Forked repository
  - UnknownAle226/godot: Godot Engine Multi-platform 2D and 3D game engine (github.com)
- Found that permission is not needed (but recommended) due to Godot accepting Pull Requests
  - Should still start chatting in contribution chat
- 6. Download a fork version of program and looked into the files of the project.



## 02/23/24:

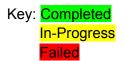
# Tasks:

- 1. Start chatting in contribution chat server
- 2. Identify bug and identify possible solutions
- 3. (Extra) Start planning a possible solution

## Blocks:

- 1. Teammate not present in session but we have communication
- 2. One of the bugs have been completed, leaving us with 2 bugs

- 1. Found that both bugs were posted with a provided minimal reproduction project
- 2. Created documentation for AudioStream bug:
  - a. <a href="https://docs.google.com/document/d/1n3kwsWP\_MX9vKK4i6OqWhNuzW8lbmEP0ubwZMML-1Jc/edit?usp=sharing">https://docs.google.com/document/d/1n3kwsWP\_MX9vKK4i6OqWhNuzW8lbmEP0ubwZMML-1Jc/edit?usp=sharing</a>
- 3. Created account in Godot Contributors Chat



#### 3/08/24:

#### Tasks:

- Make an introductory post in Godot Contributors Chat
- Implement solutions and take notes of any issues
- Completed compilation process to start testing solution

#### Blocks:

1. Teammate not present during session

- Solution Documentation added onto Audio Documentation:
  - https://docs.google.com/document/d/1n3kwsWP\_MX9vKK4i6OqWhNuzW 8lbmEP0ubwZMML-1Jc/edit?usp=sharing
- Created initial solution implementation and attached file to the project repository.
- Created a potential fix to solution implementation and attached it to the repository.
- Found steps required to properly compile the project:
  - o Compiling for Windows Godot Engine (latest) documentation in English
- Completed steps and downloaded all required files for the compilation process.
- Identified an issue with the solution that prevented compilation and uploaded a fix to the repositories.
- Fixed solution, the compilation process was able to be completed, and produced testable software for the solution.



# 3/15/24

# Tasks:

- Test proposed solution with created build
  If any changes are made, replace it with the new build
- Reach a proper solution for the audio bug
- Create a presentation of the solution

- Tested solution with initial build and identified issues
- Using feedback, created a new solution and its respective build
- Created a Godot project file to visualize the solution within the new build.