Key: <mark style="background-color: lime">Completed</mark>   Alejandro Cosano
<mark style="background-color: yellow">In-Progress</mark>   Julio Varela
<mark style="background-color: red">Failed</mark>

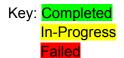<div align="center">Daily Standup:</div>

02/09/24:

Tasks:

1. <mark style="background-color: lime">Find a potential bug that we could identify and fix for the sake of contributing to an open-source project.</mark>
2. <mark style="background-color: lime">Identify a small list of projects from which we could find that bug.</mark>

Deliverables:

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. https://docs.google.com/document/d/1LxB6fZLrktZfeTcDmZWN1D1SPpqnbkURTkUu_3w8oEs/edit?usp=sharing

02/16/24:

Tasks:

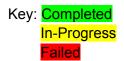1. <mark style="background-color:#00ff00">Set up the environment (Find what version of language they are using, fork the project)</mark>
2. <mark style="background-color:#ffff00">Reach out to developers for pull permissions</mark>
3. <mark style="background-color:#00ff00">Get a feel of the project through an independent clone of a fork</mark>
4. <mark style="background-color:#ff0000">(Extra) Try to reproduce a bug and identify potential solutions.</mark>

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

Deliverables:
1. Found contribution guide for Godot:
   - [godot/CONTRIBUTING.md at master · godotengine/godot · GitHub](#)
2. Joined Godot Discord
   - [Discord](#)
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)](#)
5. Found that permission is not needed (but recommended) due to Godot accepting Pull Requests
   - <mark style="background-color:#ffff00">Should still start chatting in contribution chat</mark>
6. Download a fork version of program and looked into the files of the project.

Key: <mark>Completed</mark>   Alejandro Cosano
<mark>In-Progress</mark>   Julio Varela
<mark>Failed</mark>

02/23/24:

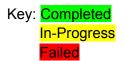*Tasks:*

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

Blocks:

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

Deliverables:

1. Found that both bugs were posted with a provided minimal reproduction project
2. Created documentation for AudioStream bug:
    a. https://docs.google.com/document/d/1n3kwsWP_MX9vKK4i6OqWhNuzW8lbmEP0ubwZMML-1Jc/edit?usp=sharing
3. Created account in Godot Contributors Chat

Alejandro Cosano
Julio Varela

3/08/24:

Tasks:

- Make introductory post in Godot Contributors Chat
- <mark style="background-color:yellow">Implement solution and take notes of any issues</mark>

Blocks:

1. Teammate not present during session

Deliverables:

- Solution Documentation added onto Audio Documentation:
  - https://docs.google.com/document/d/1n3kwsWP_MX9vKK4i6OqWhNuzW8IbmEP0ubwZMML-1Jc/edit?usp=sharing
- Created initial solution implementation and attached file to project repository.