

Key: Completed  
In-Progress  
Failed

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## 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.

### *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](https://docs.google.com/document/d/1LxB6fZLrktZfeTcDmZWN1D1SPpqnbkURTkUu_3w8oEs/edit?usp=sharing)

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**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

*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
  - Should still start chatting in contribution chat
6. Download a fork version of program and looked into the files of the project.

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**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

*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](https://docs.google.com/document/d/1n3kwsWP_MX9vKK4i6OqWhNuzW8lbmEP0ubwZMML-1Jc/edit?usp=sharing)
3. Created account in Godot Contributors Chat

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**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

*Deliverables:*

- Solution Documentation added onto Audio Documentation:
  - [https://docs.google.com/document/d/1n3kwsWP\\_MX9vKK4i6OqWhNuzW8lbmEP0ubwZMML-1Jc/edit?usp=sharing](https://docs.google.com/document/d/1n3kwsWP_MX9vKK4i6OqWhNuzW8lbmEP0ubwZMML-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:
  - [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.