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02/09/24:

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

Key: Completed
In-Progress
Failed

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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) Try to 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_MX9vKK4i6OqWhNuzW8lbnEP0ubwZMML-1Jc/edit?usp=sharing
- 3.