Key: <mark style="background-color: #00ff00">Completed</mark>   Alejandro Cosano
<mark style="background-color: #ffff00">In-Progress</mark>   Julio Varela
<mark style="background-color: #ff0000">Failed</mark>

Daily Standup:

02/09/24:

Tasks:

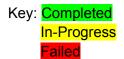1. <mark style="background-color: #00ff00">Find a potential bug that we could identify and fix for the sake of contributing to an open-source project.</mark>
2. <mark style="background-color: #00ff00">Identify a small list of projects from which we could find that bug.</mark>

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
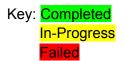
02/16/24:

Tasks:

1. <mark>Set up the environment (Find what version of language they are using, fork the project)</mark>
2. <mark>Reach out to developers for pull permissions</mark>
3. <mark>Get a feel of the project through an independent clone of a fork</mark>
4. <mark>(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>Should still start chatting in contribution chat</mark>
6. Download a fork version of program and looked into the files of the project.

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     <mark style="background-color: #ff0000">Failed</mark>

02/23/24:

Tasks:

1. Start chatting in contribution chat server
2. Identify bug and identify possible solutions
3. (Extra) Try to start planning on 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