**Daily Scrum or Standup Meeting**

Team name: \_\_\_\_\_\_\_6\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scrum Master: \_\_\_\_\_\_\_Joshua McClung\_\_\_

Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_11/2/22\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- |
| **Team Member** | **What did you do since the last scrum?** | **What do you plan to do before the next scrum?** | **What obstacles do you have?** |
| Wesley Edwards | Inventory purchase popup | Finish inventory purchase popup, start on employee hour page | Need employee model finished to keep moving forward |
| Geoffrey Haselden | Employee endpoints | Employee endpoint unit tests | Other class’s homework |
| Landon Doyle | Nearly finished carousel, add to balance popup, add store money page, payroll page placeholder | Depends on which endpoints get finished first, | Waiting on Employee and Balance Model |
| Joshua McClung | Fixed edit cart/type of favorite bugs | Get balance model + endpoints done | None |
|  |  |  |  |

# Burndown

A picture containing graphical user interface

Description automatically generated

# Screenshot of you project board

Graphical user interface

Description automatically generated