**Daily Scrum Meeting Minutes:**

Attendees: Andres Chalela, Paola Jiron

Date: 01/15/2017

Start time: 5:00PM

End time: 9:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Met with the TAM team and project owner, Dr. Francisco Ortega
* What is planned to be done until the next scrum meeting?
* Look into the tutorials and previous senior project material
* What are the hurdles?
* Unfamiliar with scrum and HoloLens

Paola Jiron:

* What was done since the last scrum meeting?
* Met with everyone working on TAM and the project owner, Dr. Francisco Ortega
* What is planned to be done until the next scrum meeting?
* Reading on Scrum, HoloLens tutorials and last semester's senior projects
* What are the hurdles?
* Unfamiliarity with both scrum and and Hololens

Attendees: Andres Chalela, Paola Jiron

Date: 01/16/2017

Start time: 5:00PM

End time: 8:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Looked into HoloLens software and read on scrum
* What is planned to be done until the next scrum meeting?
* Continue looking into HoloLens software and watch other senior project videos
* What are the hurdles?
* Getting familiar with HoloLens software

Paola Jiron:

* What was done since the last scrum meeting?
* Reading on Scrum and watching last previous semester senior project videos
* What is planned to be done until the next scrum meeting?
* Read on Mingle and continue watching videos on Hololens and software needed
* What are the hurdles?
* Unfamiliar with the HoloLens software

Attendees: Andres Chalela, Paola Jiron

Date: 01/17/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Read on how to partition my drive to get Windows 10 on MAC
* What is planned to be done until the next scrum meeting?
* Work on Bootcamp and try to install Windows 10
* What are the hurdles?
* Nothing yet

Paola Jiron:

* What was done since the last scrum meeting?
* Read on the use of Hololens, Unity, and continued to read on scrum
* What is planned to be done until the next scrum meeting?
* Look into Unity software and C#
* What are the hurdles?
* Unfamiliarity with Unity and C#

Attendees: Andres Chalela, Paola Jiron

Date: 01/18/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Bootcamp on MAC and installing Windows 10
* What is planned to be done until the next scrum meeting?
* Finish installation
* What are the hurdles?
* None

Paola Jiron:

* What was done since the last scrum meeting?
* Downloaded Windows 10 OS for VBox
* What is planned to be done until the next scrum meeting?
* Finish installing Windows 10
* What are the hurdles?
* Nothing so far

Attendees: Andres Chalela, Paola Jiron

Date: 01/19/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Reading Bootcamp to avoid deleting data on my computer
* What is planned to be done until the next scrum meeting?
* Create a disk image with Windows 10
* What are the hurdles?
* Unfamiliar with Bootcamp

Paola Jiron:

* What was done since the last scrum meeting?
* Downloaded Windows 10 and VBox
* What is planned to be done until the next scrum meeting?
* Reading on how to install Windows 10 on VBox and Install Unity and HoloLens Emulator
* What are the hurdles?
* No hurdles yet

Attendees: Andres Chalela, Paola Jiron

Date: 01/20/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Read on HoloLens and how to setup Bootcamp
* What is planned to be done until the next scrum meeting?
* Start setting up Bootcamp and read more on HoloLens
* What are the hurdles?
* None so far

Paola Jiron:

* What was done since the last scrum meeting?
* Watched tutorials on Agile training and continued looking into VBox
* What is planned to be done until the next scrum meeting?
* Install VBox and make a Windows 10 image
* What are the hurdles?
* Unfamiliar with Agile

Attendees: Andres Chalela, Paola Jiron

Date: 01/23/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Setup BootCamp for running Windows 10 on MacOSX
* What is planned to be done until the next scrum meeting?
* Configure Windows 10 and start downloading needed software for HoloLens Development
* What are the hurdles?
* Different drivers have to be installed for HoloLens to properly function on Mac

Paola Jiron:

* What was done since the last scrum meeting?
* Installed VirtualBox to run Windows10 on Mac OSX
* What is planned to be done until the next scrum meeting?
* Finish Configuring Windows and start looking into HoloLens SDK
* What are the hurdles?
* Not familiar with applications/interfaces required for HoloLens Development

Attendees: Andres Chalela, Paola Jiron

Date: 01/24/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished setting up Windows 10 on Bootcamp and downloaded HoloLens SDK
* What is planned to be done until the next scrum meeting?
* Download necessary software applications for Windows HoloLens Development (i.e: Emulator, Visual Studio)
* What are the hurdles?
* First time working HoloLens emulator, Visual Studio

Paola Jiron:

* What was done since the last scrum meeting?
* Configured Windows on VirtualBox and downloaded HoloLens SDK
* What is planned to be done until the next scrum meeting?
* Set up Visual Studio Enterprise and Unity for HoloLens Dev
* What are the hurdles?
* First time working with Unity and Visual Studio

Attendees: Andres Chalela, Paola Jiron

Date: 01/25/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Downloaded Visual Studio for HoloLens development
* What is planned to be done until the next scrum meeting?
* Focus on getting HoloLens emulator running correctly
* What are the hurdles?
* Missing drivers for emulator to work correctly

Paola Jiron:

* What was done since the last scrum meeting?
* Configured Visual Studio & Unity
* What is planned to be done until the next scrum meeting?
* Get familiarized with Visual Studio/Unity; Get access to HoloLens Platform
* What are the hurdles?
* Have yet to work with actual hardware

Attendees: Andres Chalela, Paola Jiron

Date: 01/26/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Downloaded HoloLens Emulator and attempted configuration with Visual Studio
* What is planned to be done until the next scrum meeting?
* Continue working on getting emulator running; Get access to HoloLens
* What are the hurdles?
* Missing drivers for emulator to work correctly with Visual Studio

Paola Jiron:

* What was done since the last scrum meeting?
* Worked with Unity and Visual Studio Interface
* What is planned to be done until the next scrum meeting?
* Get access to HoloLens
* What are the hurdles?
* Unable to start hands-on experience with hardware

Attendees: Andres Chalela, Paola Jiron

Date: 01/27/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Configured HoloLens emulator to start and work with Visual Studio correctly
* Received Access to HoloLens
* What is planned to be done until the next scrum meeting?
* Go to lab and get hands-on experience with HoloLens
* What are the hurdles?
* First time working directly with HoloLens (learning curve)

Paola Jiron:

* What was done since the last scrum meeting?
* Received Access to HoloLens
* What is planned to be done until the next scrum meeting?
* Go to lab and get hands-on experience with platform
* What are the hurdles?
* Lack of experience working directly with HoloLens

Attendees: Andres Chalela, Paola Jiron

Date: 01/30/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Went to OpenHID Lab to work directly with HoloLens
* What is planned to be done until the next scrum meeting?
* Learn default gestures to work with hardware
* What are the hurdles?
* Lack of experience with HoloLens hardware

Paola Jiron:

* What was done since the last scrum meeting?
* Worked with HoloLens platform at OpenHID lab
* What is planned to be done until the next scrum meeting?
* Learn default gestures needed to interact with HoloLens interface
* What are the hurdles?
* Lack of experience working directly with HoloLens

Attendees: Andres Chalela, Paola Jiron

Date: 01/31/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Learned all needed gestures to work with platform
* What is planned to be done until the next scrum meeting?
* Implement live streaming between HoloLens platform and computer
* What are the hurdles?
* Learning curve with HoloLens setting/configuration

Paola Jiron:

* What was done since the last scrum meeting?
* Mastered needed HoloLens gestures for platform interactions
* What is planned to be done until the next scrum meeting?
* Get live stream between computer and HoloLens working correctly
* What are the hurdles?
* Lack of experience working with HoloLens capabilities/configurations

Attendees: Andres Chalela, Paola Jiron

Date: 02/01/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Implemented live streaming between HoloLens platform and computer
* What is planned to be done until the next scrum meeting?
* Learn to manipulate objects predefined in the HoloLens application
* What are the hurdles?
* Lack of experience with HoloLens hardware

Paola Jiron:

* What was done since the last scrum meeting?
* Implement live streaming between HoloLens platform and in lab computer
* What is planned to be done until the next scrum meeting?
* Continue learning gestures and read on Bootcamp for MAC
* What are the hurdles?
* HoloLens software does not function well on VBox, Bootcamp needed.

Attendees: Andres Chalela, Paola Jiron

Date: 02/02/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Downloaded Unity to work with 3D objects
* What is planned to be done until the next scrum meeting?
* Read-up on Unity Development and capabilities
* What are the hurdles?
* Lack of experience with Unity

Paola Jiron:

* What was done since the last scrum meeting?
* Downloaded Unity for partitioned drive on my computer and started reading on Unity
* What is planned to be done until the next scrum meeting?
* Get familiar with the Unity environment and continue setting up Windows 10
* What are the hurdles?
* Lack of experience working in Unity and Bootcamp

Attendees: Andres Chalela, Paola Jiron

Date: 02/03/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Reviewed different ways to perform effective research
* What is planned to be done until the next scrum meeting?
* Continue to work on HoloLens Unity Tutorials
* What are the hurdles?
* Lack of experience with Unity

Paola Jiron:

* What was done since the last scrum meeting?
* Setting up Hololens software on campus lab computer and started reading on Unity
* What is planned to be done until the next scrum meeting?
* Get familiar with the Unity environment
* What are the hurdles?
* Had trouble setting up Bootcamp on my computer and setting up on campus lab computer

Attendees: Andres Chalela, Paola Jiron

Date: 02/06/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Went over some Unity and C# videos watched over the weekend
* What is planned to be done until the next scrum meeting?
* Continue to work on HoloLens Unity Tutorials
* What are the hurdles?
* Lack of experience with Unity

Paola Jiron:

* What was done since the last scrum meeting?
* Downloading Hololens emulator on campus lab computer
* What is planned to be done until the next scrum meeting?
* Finish setting up the emulator and hopefully it runs seamlessly without errors
* What are the hurdles?
* Unfamiliar with Hololens software

Attendees: Andres Chalela, Paola Jiron

Date: 02/07/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished introduction Unity Tutorial
* What is planned to be done until the next scrum meeting?
* Work through HoloLens Academy videos provided by Microsoft and begin basic hologram project
* What are the hurdles?
* First time building unity hologram project

Paola Jiron:

* What was done since the last scrum meeting?
* In the process of downloading Windows 10 on lab computer since Hololens emulator works on Windows 8 and beyond
* In the meantime, following tutorials for Unity on building objects and C# scripts to manipulate the object
* What is planned to be done until the next scrum meeting?
* Continue with the process of installing Windows 10 on lab computer. Once installed, continue with the rest of the Hololens software installation.
* Follow and finish a short C# script tutorial to test on Hololens
* What are the hurdles?
* Unfamiliar with Hyper-V software, which is necessary to run the Hololens emulator

Attendees: Andres Chalela, Paola Jiron

Date: 02/08/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished basic tutorial project and exported to HoloLens Emulator without issue
* What is planned to be done until the next scrum meeting?
* Start working on intermediate “Roll-a-Ball” tutorial project to get introduced to object manipulation
* What are the hurdles?
* Do not have a full grasp on whole Unity interface and features (learning curve)

Paola Jiron:

* What was done since the last scrum meeting?
* Continued Unity tutorial and ran Hololens emulator on my partner's computer (Andres Chalela). We are still having issues running the script.
* What is planned to be done until the next scrum meeting?
* Hopefully finish the short Unity tutorial and attempt to manipulate objects using the emulator on my partner's computer
* Continue with the process of installing Windows 10 on lab computer. Once installed, continue with the rest of the Hololens software installation.
* Follow and finish a short C# script tutorial to test on Hololens
* What are the hurdles?
* Unfamiliar with Unity interface and C# scripting

Attendees: Andres Chalela, Paola Jiron

Date: 02/09/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished Unity Roll-A-Ball Tutorial for object creation/manipulation
* What is planned to be done until the next scrum meeting?
* Export and launch Roll-A-Ball on HoloLens Emulator
* What are the hurdles?
* First time exporting project to HoloLens emulator

Paola Jiron:

* What was done since the last scrum meeting?
* Working on a tutorial "Roll-a-Ball" to get introduced to object manipulation
* Learning to create simple shape objects, colour, movement, collision, camera manipulation, and writing simple functions in C# to manipulate the objects on the interface
* What is planned to be done until the next scrum meeting?
* Finish the tutorial and run it on the hololens and emulator on my partner's computer
* What are the hurdles?
* Not entirely familiar with the Unity interface and writing code in C#. The camera is the most challenging to manipulate. Debugging errors are still a little challenging due to the new concept.

Attendees: Andres Chalela, Paola Jiron

Date: 02/10/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Successfully exported Unity Game to HoloLens Emulator
* What is planned to be done until the next scrum meeting?
* Begin organization for Sprint 3 stories/tasks
* What are the hurdles?
* Finalization of Sprint 2 activities

Paola Jiron:

* What was done since the last scrum meeting?
* Finished the Roll A Ball tutorial including user interface with results displayed during and at end of game
* What is planned to be done until the next scrum meeting?
* Add extra features and their functionalities
* What are the hurdles?
* Not entirely familiar with the HoloLens device and it's software

Attendees: Andres Chalela, Paola Jiron

Date: 02/13/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began new tutorial focusing on HoloLens GAZE
* What is planned to be done until the next scrum meeting?
* Continue HoloLens tutorial for implementing HoloLens GAZE capabilities for new apps
* What are the hurdles?
* First time working with HoloLens input scripts on Unity

Paola Jiron:

* What was done since the last scrum meeting?
* Added extra features to the game and feedback for the player
* What is planned to be done until the next scrum meeting?
* Finish the extra features and start working on HoloLens controllers for the game so it can be played on PC and on HoloLens
* What are the hurdles?
* Not entirely familiar with the HoloLens device and it's software

Attendees: Andres Chalela, Paola Jiron

Date: 02/14/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Working on completion of Gaze tutorial
* What is planned to be done until the next scrum meeting?
* Know how to successfully implement script for HoloLens Gaze Input
* What are the hurdles?
* Not familiar with HoloLens Input scripts and exporting them to Unity

Paola Jiron:

* What was done since the last scrum meeting?
* Implementing encapsulation into the game
* Creating a more challenging environment
* Adding user interface to be used on the HoloLens device
* What is planned to be done until the next scrum meeting?
* Finish the user interface facade and start working on the functionalities
* What are the hurdles?
* Not entirely familiar with the HoloLens device and it's software

Attendees: Andres Chalela, Paola Jiron

Date: 02/15/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished Gaze tutorial
* What is planned to be done until the next scrum meeting?
* Begin tutorial for implementation of scripts for HoloLens Gesture Input
* What are the hurdles?
* Not familiar with HoloLens Gesture scripts

Paola Jiron:

* What was done since the last scrum meeting?
* Drawback from software, was using Windows 7, and needed Windows 10
* Used a friend's computer with Windows 10 but did not support Hyper-V
* Bootstrap my laptop and began to download and setup the software environment
* What is planned to be done until the next scrum meeting?
* Complete the setup
* What are the hurdles?
* The lack of experience with Hololens software and environment

Attendees: Andres Chalela, Paola Jiron

Date: 02/16/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began tutorial project for HoloLens gesture input scripts
* What is planned to be done until the next scrum meeting?
* Finish tutorial and be able to use gesture scripts within project
* What are the hurdles?
* Not familiar with HoloLens Input scripts and exporting them to Unity

Paola Jiron:

* What was done since the last scrum meeting?
* Bootstrapping was successful, however the Hypervisor was not integrated correctly
* Fixing the Hypervisor issue and setting up the Visual Studio environment using the emulator
* What is planned to be done until the next scrum meeting?
* Complete the setup
* What are the hurdles?
* The lack of experience with Hololens software and environment

Attendees: Andres Chalela, Paola Jiron

Date: 02/17/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Continued to work on gesture tutorial for HoloLens gesture input
* What is planned to be done until the next scrum meeting?
* Finish tutorial and begin experimented with gesture scripts on Unity
* What are the hurdles?
* Not familiar with gesture scripts

Paola Jiron:

* What was done since the last scrum meeting?
* The Hypervisor is still giving issues, attempted several methods including booting into the BIOS of the Windows 10, but BootStrap on MacOS has no BIOS option
* Booted from MacOS and into Windows 10
* Set Windows features ON for Hyper-V using Powershell in Admin mode
* Visual Studio Hololens emulator not booting due to Hyper-V not enabled/missing
* What is planned to be done until the next scrum meeting?
* Complete the setup
* What are the hurdles?
* The lack of experience with Hololens software and environment

Attendees: Andres Chalela, Paola Jiron

Date: 02/20/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished Tutorial for hololens Gesture script
* What is planned to be done until the next scrum meeting?
* Export gesture project to emulator and download HoloTool Kit for HoloLens development
* What are the hurdles?
* Not familiar with HoloLens Toolkit

Paola Jiron:

* What was done since the last scrum meeting?

The Hypervisor is finally ON. The following procedures worked in sequential respectively:

* Booted from MacOS and into Windows 10
* Set Windows features ON for Hyper-V using Powershell in Admin mode
* Visual Studio Hololens emulator is NOW running after Building on Unity using the Windows Store Developer Option
* What is planned to be done until the next scrum meeting?
* Resume and Complete the Gesture tutorials
* What are the hurdles?
* The lack of experience with Hololens software and environment

Attendees: Andres Chalela, Paola Jiron

Date: 02/21/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Ran tutorial project on emulator and downloaded HoloTool Kit
* What is planned to be done until the next scrum meeting?
* Continue working with HoloTool Kit to be able to utilize scripts that are available during project creation
* What are the hurdles?
* Lack of familiarity with HoloLens Toolkit

Paola Jiron:

* What was done since the last scrum meeting?
* Troubleshooting the Windows Store Developer Option
* What is planned to be done until the next scrum meeting?
* Resume and Complete the Gesture tutorials
* What are the hurdles?
* The lack of experience with Hololens software and environment

Attendees: Andres Chalela, Paola Jiron

Date: 02/22/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Sifted through HoloTool Kit scripts to familiarize myself with available options
* What is planned to be done until the next scrum meeting?
* Work on tutorial for Voice Command Input Scripts on HoloLens device
* What are the hurdles?
* Never have implemented voice input scripts on HoloLens

Paola Jiron:

* What was done since the last scrum meeting?
* Working with Windows Store Developer Option
* Successfully paired the HoloLens device to my bootcamp setup pc
* Downloaded and paired the HoloLens application from the App Store
* What is planned to be done until the next scrum meeting?
* Resume and Complete the Gesture tutorials
* Try to get mirroring to work
* What are the hurdles?
* The lack of experience with Hololens software and environment

Attendees: Andres Chalela, Paola Jiron

Date: 02/23/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Started Voice Command Tutorial for Hololens
* What is planned to be done until the next scrum meeting?
* Finalize sprint 3 activities
* What are the hurdles?
* None

Paola Jiron:

* What was done since the last scrum meeting?
* Mirroring functionality successfully working
* Implemented Gaze, Gesture recognition, sound, and movement
* What is planned to be done until the next scrum meeting?
* Begin creating objects and adding functionalities
* Following that, the goal is to implement a data structure (i.e. a list of objects)
* What are the hurdles?
* The lack of experience with Hololens software and environment

Attendees: Andres Chalela, Paola Jiron

Date: 02/24/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finalized Sprint 3 activities / demo
* What is planned to be done until the next scrum meeting?
* Begin voice recognition tutorial
* What are the hurdles?
* First time implementing voice input scripts on HoloLens

Paola Jiron:

* What was done since the last scrum meeting?
* Finished testing
* Video demo for Sprint 3
* Documenting use case and class diagrams
* What is planned to be done until the next scrum meeting?
* Test voice recognition on accents and different individual interaction with device
* What are the hurdles?
* N/A

Attendees: Andres Chalela, Paola Jiron

Date: 02/27/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Started Voice input for hololens tutorial
* What is planned to be done until the next scrum meeting?
* Finish Voice tutorial and export to emulator
* What are the hurdles?
* First time working with voice scripts within HoloLens

Paola Jiron:

* What was done since the last scrum meeting?
* Finished documentation for Sprint 3
* Focusing on how to implement the concept of variables: change color of an object using gestures/voice
* What is planned to be done until the next scrum meeting?
* Continue research on aforementioned
* What are the hurdles?
* First time programming in C#, Unity

Attendees: Andres Chalela, Paola Jiron

Date: 02/28/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished HoloLens voice input tutorial
* What is planned to be done until the next scrum meeting?
* Begin research on how to visualize programming 1 “variable” concept within Unity Project
* What are the hurdles?
* First time coding in C#

Paola Jiron:

* What was done since the last scrum meeting?
* Focusing on how to implement the concept of variables
  + using the origami program the plan is to add features to the already existing application, ex. adding color from a color pallette to the paper ball (concept of public variables)
* What is planned to be done until the next scrum meeting?
* Continue research on adding feature: modifying the color of an object
* What are the hurdles?
* First time programming in C#, Unity

Attendees: Andres Chalela, Paola Jiron

Date: 03/01/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began research on how to visualize programming 1 “variable” concept within Unity Project
* What is planned to be done until the next scrum meeting?
* Continue research on visualization concept
* What are the hurdles?
* First time coding in C#

Paola Jiron:

* What was done since the last scrum meeting?
* Researching how to model an OOP "variable" in 3D space
* What is planned to be done until the next scrum meeting?
* Design the 3D models for variables
* What are the hurdles?
* Representing OOP variables in 3D space

Attendees: Andres Chalela, Paola Jiron

Date: 03/02/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Research regarding how to visualize variable within Unity Project
* What is planned to be done until the next scrum meeting?
* Look into the different examples within the HoloLens toolkit & look into how to implement color palette within Unity
* What are the hurdles?
* First time coding in C#

Paola Jiron:

* What was done since the last scrum meeting?
* Working on Scene 1 for the interactive game application.
* Created a 3D object representation of a variable
* What is planned to be done until the next scrum meeting?
* Design three more 3D models for variables
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/03/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Worked with HoloLens toolkit examples and began implementation of color palette within unity
* What is planned to be done until the next scrum meeting?
* Continue working on color palette implementation within Unity
* What are the hurdles?
* Challenged with the visual representation of a variable in 3D space
* First time coding in C#

Paola Jiron:

* What was done since the last scrum meeting?
* Designed one more 3D model of a variable
* Included galactic gaming background
* What is planned to be done until the next scrum meeting?
* Design two more 3D models for variables
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/06/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Continued work on Variable & color palette scene
* What is planned to be done until the next scrum meeting?
* Add UI elements to scene that will respond to color selection
* What are the hurdles?
* First time creating own C scripts from scratch

Paola Jiron:

* What was done since the last scrum meeting?
* Finished designing the model representation for variables
* Added background music
* Debugging errors when deploying the application via VStudio
* What is planned to be done until the next scrum meeting?
* Find the errors and fix them
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/07/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Added UI Elements to canvas within scene
* What is planned to be done until the next scrum meeting?
* Begin planning out how C# script will interact with Color Palette & UI Elements
* What are the hurdles?
* Not familiar with Unity API for writing scripts

Paola Jiron:

* What was done since the last scrum meeting?
* Debugging camera perspective to capture entire scene. Screen space -Camera does not work well in this context so working with Screen Space -Overlay.
* Objects jitter and move with the camera on Screen Space -Camera
* Objects stay in one place in Screen Space -Overlay but text disappeared from screen when deploying to Hololens Device
* What is planned to be done until the next scrum meeting?
* Fixing the camera and testing
* Hopefully add cursor/gaze
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/08/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began laying out pseudocode for how color picker script will interact with UI element and Color Palette
* What is planned to be done until the next scrum meeting?
* Work on coding for color picker script
* What are the hurdles?
* Getting UI Elements to react to color palette using script

Paola Jiron:

* What was done since the last scrum meeting?
* Worked on Scene 1
  + Fixed the camera fixture/focus
  + Added a cursor
  + Using objects in Screen Space -Overlay for head mobility
  + this enables the use of gaze on objects rather than a static display (only used on 2D environments
* What is planned to be done until the next scrum meeting?
* Fixing the camera and testing
* Hopefully add cursor/gaze
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/09/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Continued work & made progress on color picker script
* What is planned to be done until the next scrum meeting?
* Finalize script that connects palette & UI elements
* What are the hurdles?
* None

Paola Jiron:

* What was done since the last scrum meeting?
* Worked on Scene 1
  + Added cursor/gaze
  + Added a mesh collider to the blob object variable
  + Cursor is now working correctly over the 3rd object variable, blob, using a mesh collider
* What is planned to be done until the next scrum meeting?
* Add fixed text on screen
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/10/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finalized initial color palette variable scene concept
* What is planned to be done until the next scrum meeting?
* Work on needed documentation work for Sprint 4
* What are the hurdles?
* None

Paola Jiron:

* What was done since the last scrum meeting?
* Worked on Scene 1
  + Increased the size of the objects
  + Working on adding text: it displays in Unity while setting the scene to play but it fails to show on VS emulator and on the Hololens device
* What is planned to be done until the next scrum meeting?
* Get text to show on emulator and on Hololens device
* What are the hurdles?
* Not fully understanding the Unity environment and functionalities under the Hierarchy panel

Attendees: Andres Chalela, Paola Jiron

Date: 03/13/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began looking into how to best represent ‘variable’ object that will change color with implemented color palette
* What is planned to be done until the next scrum meeting?
* Decide on object that will serve as ‘variable’ within project scene
* What are the hurdles?
* Ambiguity with how a variable can be represented to a new programming student

Paola Jiron:

* What was done since the last scrum meeting?
* Modified documents and researched how to add a script to transition between scenes
* What is planned to be done until the next scrum meeting?
* Finish modifying feature documents
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/14/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Decided on variable object and imported asset into project scene
* What is planned to be done until the next scrum meeting?
* Research how to get ‘variable’ object to change color with implemented UI element
* What are the hurdles?
* UI elements behave different than objects within Unity

Paola Jiron:

* What was done since the last scrum meeting?
* Finished modifying feature documents
* Working on scene transition
* What is planned to be done until the next scrum meeting?
* If continued struggling with scenes, work on adding user feedback instead
* What are the hurdles?
* Struggling with script writing in C# for scene transition

Attendees: Andres Chalela, Paola Jiron

Date: 03/15/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Watched online tutorials regarding changing object’s color attribute using scripts
* What is planned to be done until the next scrum meeting?
* Work on script that will connect UI element’s color with ‘variable’ object’s color
* What are the hurdles?
* Not used to working with C#

Paola Jiron:

* What was done since the last scrum meeting?
* Looking into user feedback
* Reading Unity documentation on C# script writing
* What is planned to be done until the next scrum meeting?
* Add user feedback
* What are the hurdles?
* Struggling with scripts

Attendees: Andres Chalela, Paola Jiron

Date: 03/16/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began work on script that connects UI element color & object variable color
* What is planned to be done until the next scrum meeting?
* Continue work on script
* What are the hurdles?
* Unfamiliar with Unity API

Paola Jiron:

* What was done since the last scrum meeting?
* Researched more on scene transition scripting
* Modified diagrams on Sprint 4 documentation
* What is planned to be done until the next scrum meeting?
* Modify some features on the application and continue working on documents
* What are the hurdles?
* Basic understanding of C# script writing

Attendees: Andres Chalela, Paola Jiron

Date: 03/17/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Tried implementing HoloTool kit script as a foundation for needed script for ‘variable’ object
* What is planned to be done until the next scrum meeting?
* Finalize script work for ‘variable’ object color
* What are the hurdles?
* Difficulty with getting C# script working correctly with object’s color

Paola Jiron:

* What was done since the last scrum meeting?
* Working on the features documentation for Sprint 4
* Continued to research on programming script for scene transition
* What is planned to be done until the next scrum meeting?
* Start working on Final Product Feature documentation
* What are the hurdles?
* Understanding how to write scripts on user interaction functionalities

Attendees: Andres Chalela, Paola Jiron

Date: 03/20/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finalized needed color script for ‘variable’ object scene
* What is planned to be done until the next scrum meeting?
* Begin research for AR paper
* What are the hurdles?
* Difficulty deciding topic/theme for research paper

Paola Jiron:

* What was done since the last scrum meeting?
* Worked on documentation and added links to feature documentation on the mingle as Mohsen suggested
* What is planned to be done until the next scrum meeting?
* Focus on implementing user feedback
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/21/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began looking through FIU library resources for AR research
* What is planned to be done until the next scrum meeting?
* Continue paper research
* What are the hurdles?
* Difficulty deciding topic for paper

Paola Jiron:

* What was done since the last scrum meeting?
* Implementing objects for the Data Structures scene
* Found good Data Structures visual representation objects
  + Data Structures include: Arrays, Stacks, Queues, and Linked Lists
* Created the Data Structures scene
* What is planned to be done until the next scrum meeting?
* Add functionalities like rotation, gaze, and gestures to the scene
* Create another scene representing Methods/Functions
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/22/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Continued reading through online papers, looking for topic inspiration
* What is planned to be done until the next scrum meeting?
* Reach out to project manager to get direction for research
* What are the hurdles?
* First time writing research paper & unfamiliar with how best to begin

Paola Jiron:

* What was done since the last scrum meeting?
* Added the Mesh Renderers and Filters to the objects in the Data Structures scene
* Added the gaze and gestures to the scene
* Added rotation to four objects on the Data Structures scene
* Created the scene representing Methods/Functions
* What is planned to be done until the next scrum meeting?
* Add functionalities like rotation, gaze, and gestures to the scene
* Create another scene representing Methods/Functions
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/23/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Met with Project manager to discuss focus and direction for research paper
* What is planned to be done until the next scrum meeting?
* Being looking into the research sources provided by project manager and start selecting relevant material
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Modified the Mesh Renderer and Filter to the Start and Exit buttons on Scene 1
* Added functionality to Exit button, now the the application exits on select of the Exit button
* Modified the objects on the Methods/Functions scene; others were too heavy causing extensive lagging
* What is planned to be done until the next scrum meeting?
* Add functionality to Start and Next buttons on all scenes
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/24/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began reading provided resources for semester paper
* What is planned to be done until the next scrum meeting?
* Finalize Sprint 5 activities & continue looking through different papers
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Created the Credits scene
* Added a Back button to the Credits scene
* Added gaze, cursor, and gesture recognition to the Credits scene where objects and rigidbodies are recognized
* Met with product manager and is satisfied and content with the progress of the project
* What is planned to be done until the next scrum meeting?
* Add functionality to the Start, Back and Next buttons on all scenes
* What are the hurdles?
* None

Attendees: Andres Chalela, Paola Jiron

Date: 03/27/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finalized reading and gathering of papers that will be referenced for semester paper
* What is planned to be done until the next scrum meeting?
* Begin working on semester paper outline
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Prepared slides for a demo on the project's progress
* What is planned to be done until the next scrum meeting?
* Fix the sound stacking issue.
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 03/28/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Brainstorm on main paper topics and began working on semester paper outline
* What is planned to be done until the next scrum meeting?
* Continue work on semester paper outline
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Prepared slides for a demo on the project's progress
* Currently debugging the application. The soundtrack is stacking after coming back to the main scene.
* What is planned to be done until the next scrum meeting?
* Fix the sound stacking issue.
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 03/29/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Work on research paper outline
* What is planned to be done until the next scrum meeting?
* Finalize paper outline
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Modified DoNotStopSoundtrack() function to handle sound stacking
  + Sound stacking is when multiple instances of sound are generated causing all of these to run all at once
* What is planned to be done until the next scrum meeting?
* Start adding tutorial scenes with images
* Add a button for the tutorials
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 03/30/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finalized paper outline
* What is planned to be done until the next scrum meeting?
* Begin working on research paper introduction
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Working on the scene transition progress bar since some scenes are heavier and take a bit longer to load
* What is planned to be done until the next scrum meeting?
* Finish adding a progress bar
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 03/31/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began research paper introduction
* What is planned to be done until the next scrum meeting?
* Continue working on research paper introduction
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Implemented user feedback on the scenes transition. After each button click there is an image displaying a "Loading ..." message letting the user know they clicked a button.
* What is planned to be done until the next scrum meeting?
* Add a count for each object selection on the scenes.
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 04/03/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Continued work on research paper introduction
* What is planned to be done until the next scrum meeting?
* Finalize paper introduction
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Adjusting the transition between scenes and the "Loading.." image throughout
* Fixing bugs which were produced during the fix
* Polishing code for scene managers
* What is planned to be done until the next scrum meeting?
* Add a count for each object selection on the scenes.
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 04/04/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finalized research paper introduction
* What is planned to be done until the next scrum meeting?
* Work on body section of research paper
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Fixing the bug on the scene managers that broke the functionality of scene transition due to trying to implement a better scene manager to hold all control over scene transitions
* Went back to previous state and scene transition is now working
* Working on the count and results (feedback)
* Made first commit to the GitHub repo
* What is planned to be done until the next scrum meeting?
* Add a count for each object selection on the scenes (feedback)
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 04/05/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began work on main body of research paper
* What is planned to be done until the next scrum meeting?
* Continue working on research paper
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Implemented the images and programming snippets and the scripts for the tutorials
* Implemented the scenes for the tutorials
* Added transition and buttons on every tutorials scenes
* What is planned to be done until the next scrum meeting?
* Add a count for each object selection on the scenes (feedback)
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 04/06/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Working on research paper
* What is planned to be done until the next scrum meeting?
* Continue working on research paper
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Completed and finalized Tutorials scenes and programming functionalities including adding buttons with gestures and gaze
* What is planned to be done until the next scrum meeting?
* Selections and feedback, results, and testing
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 04/07/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Continued work on research paper
* What is planned to be done until the next scrum meeting?
* Finalization of semester feature document requirement
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Implemented and completed functionalities including Selection: feedback and logic, loading transition, results and testing
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 04/10/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finalized feature document requirement
* What is planned to be done until the next scrum meeting?
* Finalize research paper
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Working on slides as per Mohsen's senior project schedule schedule
* Created both class diagrams and design architecture for the application
* Updated and modified information on the final feature document
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* Basic C# programmer

Attendees: Andres Chalela, Paola Jiron

Date: 04/11/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finalized research paper
* What is planned to be done until the next scrum meeting?
* Begin working on slides and poster
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Working on slides and poster
* Took snapshots of emulator and live photos of the application in the hololens
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* N/A

Attendees: Andres Chalela, Paola Jiron

Date: 04/12/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began working on poster
* What is planned to be done until the next scrum meeting?
* Continue working on poster
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Designing Poster
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* N/A

Attendees: Andres Chalela, Paola Jiron

Date: 04/13/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began work on slides
* What is planned to be done until the next scrum meeting?
* Finalize poster
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* What is planned to be done until the next scrum meeting?
* What are the hurdles?
* N/A

Attendees: Andres Chalela, Paola Jiron

Date: 04/14/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished poster
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Finished designing and adding information to the poster
* Working on the powerpoint
* What is planned to be done until the next scrum meeting?
* Documentation
* What are the hurdles?
* N/A

Date: 04/17/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Worked on final documentation
* What is planned to be done until the next scrum meeting?
* Finish slides
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Working on the final feature document and completed slides information
* What is planned to be done until the next scrum meeting?
* Work on the final feature document
* What are the hurdles?
* N/A

Date: 04/18/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Finished slides
* What is planned to be done until the next scrum meeting?
* Work on needed presentation videos
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Worked and completed the final feature document
* Created and added a user manual to the final feature document
* Created and added an installation and maintenance manual to the final feature document
* What is planned to be done until the next scrum meeting?
* Finalize the slides
* What are the hurdles?
* N/A

Date: 04/19/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Began work on presentation videos
* What is planned to be done until the next scrum meeting?
* Continue work on presentation videos
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Finish slides and start working on the videos scripts for next week
* What is planned to be done until the next scrum meeting?
* Work on video scripts
* What are the hurdles?
* N/A

Date: 04/20/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Presentation Videos
* What is planned to be done until the next scrum meeting?
* Work on required videos
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Working on the videos scripts for next week
* What is planned to be done until the next scrum meeting?
* Test recording videos for next week
* What are the hurdles?
* N/A

Date: 04/21/2017

Start time: 6:30PM

End time: 7:00PM

Andres Chalela:

* What was done since the last scrum meeting?
* Senior Showcase
* What is planned to be done until the next scrum meeting?
* Finish needed items and submit required deliverables
* What are the hurdles?
* N/A

Paola Jiron:

* What was done since the last scrum meeting?
* Demo application features to staff
* Senior showcase
* Planning for next week
* What is planned to be done until the next scrum meeting?
* Begin recordings and scripts
* Meet with the team and agree on deadlines to submit material on a timely manner
* What are the hurdles?
* N/A