

California State University, Northridge



KEVIN CHAJA
AWESOME COMPANY INCTM

Computer Science 490
Senior Design
Weekly Scrum & Questions

PROFESSOR CHAJA
PHILIP D. KIM
ID: 108508736
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WEEKLY SCRUM

September 28 - October 2, 2020

Monday - September 28th

1. *What did you do yesterday?*
 - N/A
2. *What are you doing today?*
 - N/A
3. *Blockers/notes?*
 - N/A

Tuesday - September 29th

1. *What did you do yesterday?*
 - N/A
2. *What are you doing today?*
 - N/A
3. *Blockers/notes?*
 - N/A

Wednesday - September 30th

1. *What did you do yesterday?*
 - N/A
2. *What are you doing today?*
 - N/A
3. *Blockers/notes?*
 - N/A

Thursday - October 1st

1. *What did you do yesterday?*
 - N/A
2. *What are you doing today?*
 - Work on SOW with group.
3. *Blockers/notes?*
 - N/A

Friday - October 2nd

1. *What did you do yesterday?*
 - Worked on SOW with group.
2. *What are you doing today?*
 - Complete and finalize SOW with group.
3. *Blockers/notes?*
 - N/A

WEEKLY QUESTIONS

September 28 - October 2, 2020

Lesson 9:

1. For your project 2 or outside project, which factor effects your project the most (User Case, Time, Complexity, Cost) and why?
 - Definitely a little bit of everything since this is a new territory as far development.
 - User case since non of us have any experience or knowledge about children with special needs.
 - Time and Complexity since none of us have experience in AR.
 - Cost since none of us have the hardware to replicate the original Moment2D.

Lesson 10:

1. Hearing this lesson, how would you approach your project differently and/or how does this reinforce it?
 - Take Moment2D more seriously and work on it as if it's an internship.