California State University, Northridge

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AWESOME COMPANY INC™

Computer Science 490
Senior Design
Weekly Scrum & Questions

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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.