California State University, Northridge

$\mathcal{K}$EVIN $\mathcal{C}$HAJA

$\mathcal{A}$WESOME $\mathcal{C}$OMPANY $\mathcal{I}$NC™

Computer Science 490
Senior Design
Weekly Scrum & Questions

PROFESSOR CHAJA
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DECEMBER 5, 2020

Monday - November 30th

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

Tuesday - November 1st

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

Wednesday - November 2nd

1. *What did you do yesterday?*
   – N/A
2. *What are you doing today?*
   – Finished MVP, backend is all working, graphs are all working, 3D Angry Model is working, and also the animation is working.
3. *Blockers/notes?*
   – If I have some time, then I can research how to make it run faster cause right now it takes a while to load the animation.

Thursday - November 3rd

1. *What did you do yesterday?*
   – N/A
2. *What are you doing today?*
   – Work on trying to run smoother, seems like there are few bugs with the routing.
3. *Blockers/notes?*
   – N/A

Friday - November 4th

1. *What did you do yesterday?*
   – N/A
2. *What are you doing today?*
   – Dedicate the weekend to make the project as nice as possible with the given time.
3. *Blockers/notes?*
   – N/A

Lesson 18:

1. Name some key things learned from lessons 1 - 8
   - Research and Spikes
   - Product SOW
   - The Project: Build an MVP for a web based client of the Moment AR app. App is heavy on 3d models, so 3js will be needed.
   - 3rd party? What are tools might be needed to be included, possible partnership/licensing?

2. Name some key things learned from lessons 9 - 18
   - Resume and Job Interviewing: Resume Fine Tuning
   - Black-box testing
   - White-box testing
   - Grey-box testing