

California State University, Northridge



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AWESOME COMPANY INCTM

Computer Science 490
Senior Design
Weekly Scrum & Questions

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DECEMBER 2, 2020

WEEKLY SCRUM

November 30 - Decemeber 4, 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?*
 - N/A
3. *Blockers/notes?*
 - N/A

Friday - November 4th

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

WEEKLY QUESTIONS

November 30 - December 4, 2020

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