

# California State University, Northridge



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Computer Science 490  
Senior Design  
Weekly Scrum & Questions

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SEPTEMBER 30, 2020

# WEEKLY SCRUM

September 28 - October 2, 2020

## Monday - September 21<sup>st</sup>

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

## Tuesday - September 22<sup>nd</sup>

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

## Wednesday - September 23<sup>rd</sup>

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

## Thursday - September 24<sup>th</sup>

1. *What did you do yesterday?*
  - N/A
2. *What are you doing today?*
  - Finish our scrum agile 2 week sprint with my group, mostly with Thomas.
3. *Blockers/notes?*
  - N/A

## Friday - September 25<sup>th</sup>

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