

Daily Scrum Meeting Minutes:

Attendees: Lauren Stone (#6235603), Daniel Gonzalez (#6285324), Juan de Dios Nunez (#6497675), Nicholas Brotherhood (#6352749), Daniel Bencomo (#6286672)

Start time: 8:00 P.M.

End time: 9:00 P.M.

Lauren Stone:

- How many hours did I work since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Continued with Daniel G. on designs for report analysis, specifically names, descriptions and colors of aura. Finished up designs and continuing with descriptions.
- What is planned to be done until the next scrum meeting?
 - Continue finishing off design process.
- What are the hurdles?
 - None.

Daniel Gonzalez:

- How many hours did I work since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Continued working with Lauren on designs for overall UI of AudioAura
- What is planned to be done until the next scrum meeting?
 - Finalize designs for overall UI to begin development.
- What are the hurdles?
 - No hurdles

Juan de Dios Nunez :

- How many hours did I work since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Start working on top artist endpoint
- What is planned to be done until the next scrum meeting?
 - Continue working on the top artists endpoint
- What are the hurdles?
 - N/A

Nicholas Brotherhood:

- How many hours did I work since the last meeting?
 - 2 Hours
- What was done since the last scrum meeting?
 - Looked into Spotify's genres and how they attribute genres to artists and possible edge cases of too many genres or not enough.
- What is planned to be done until the next scrum meeting?
 - Continue working on the genre distribution report.
- What are the hurdles?
 - No hurdles.

Daniel Bencomo:

- How many hours did I work since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Research on using the rapid API to obtain the information the user would want to see such as they're too artist or genre.
- What is planned to be done until the next scrum meeting?
 - To start with user stories
- What are the hurdles?
 - None