

Daily Scrum Meeting Minutes:

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

Start time: 10:00 P.M.

End time: 11:00 P.M.

Lauren Stone:

- How many hours did I work since the last meeting?
 - 3 hours
- What was done since the last scrum meeting?
 - Finished up sample designs for Figma log in page and planning on design for reports.
- What is planned to be done until the next scrum meeting?
 - Finalize with the rest of the team the aura designs log in page. Continue with other page designs.
- What are the hurdles?
 - None.

Daniel Gonzalez:

- How many hours did I work since the last meeting?
 - 3 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?
 - 3 hours
- What was done since the last scrum meeting?
 - Worked on top artists endpoint
- What is planned to be done until the next scrum meeting?
 - Will start working on top songs endpoint.
- What are the hurdles?
 - N/A

Nicholas Brotherhood:

- How many hours did I work since the last meeting?
 - 3 Hours
- What was done since the last scrum meeting?
 - Looked into Rapid's Track Analysis API endpoints.
- What is planned to be done until the next scrum meeting?
 - Finish up genre distribution and think about how metrics affect users auras.
- What are the hurdles?
 - No hurdles.

Daniel Bencomo:

- How many hours did I work since the last meeting?
 - 3 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