

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: 10:30 P.M.

Lauren Stone:

- How many hours did I work since the last meeting?
 - 3 hours
- What was done since the last scrum meeting?
 - Work on extra toggle options for report analysis.
- What is planned to be done until the next scrum meeting?
 - Continue to work on toggle options.
- 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?
 - Work on report analysis skeleton
- What is planned to be done until the next scrum meeting?
 - Finalize report analysis skeleton.
- 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?
 - Further optimized endpoint response structure
- What is planned to be done until the next scrum meeting?
 - Continue optimizing endpoints for easier accessibility
- 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?
 - Continued working on finishing image fetching endpoints.
- What is planned to be done until the next scrum meeting?
 - Optimize fetching images and expanded time ranges.
- 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?
 - Finalizing the next design for the loading screen aura using better stock images for the different auras to fade in and out more smoothly adding to the overall theme of the design
- What is planned to be done until the next scrum meeting?
 - To provide the users a summary of their top songs/artist and have the transition between login, loading screen, and report page
- What are the hurdles?
 - None