

Daily Scrum Meeting Minutes:

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

Start time: 11:00 P.M.

End time: 11:30 P.M.

Lauren Stone:

- How many hours did I work since the last meeting?
 - 3 hours
- What was done since the last scrum meeting?
 - Continued refining the application by improving smaller UI details and ensuring consistency across different sections of the report.
- What is planned to be done until the next scrum meeting?
 - Continue testing the application with different data inputs and make any necessary adjustments to improve accuracy and overall user experience.
- 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 genre breakdown feature for report analysis.
- What is planned to be done until the next scrum meeting?
 - Merge PR for genre breakdown feature, and work on enhancements.
- 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 developing cache for top songs so that the api requests are only made once
- What is planned to be done until the next scrum meeting?
 - Keep on working on cache
- 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?
 - Kept working on the logic used for user auras.
- What is planned to be done until the next scrum meeting?
 - Finalize logic for user's 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?
 - Beginning the implementation of reducing the API calls for users
- What is planned to be done until the next scrum meeting?
 - To provide the users a summary of their top songs/artist and reduce redundant API calls
- What are the hurdles?
 - None