

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?
 - Reviewed the application with the team and made adjustments to ensure all features and visuals align with the intended design and functionality.
- What is planned to be done until the next scrum meeting?
 - Continue refining remaining details and support final adjustments as the application becomes more complete.
- 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?
 - Finished research on how to handle cache ttl balance
- What is planned to be done until the next scrum meeting?
 - Start implementing 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?
 - Continued generating and distributing users' auras.
- What is planned to be done until the next scrum meeting?
 - Continue working on user aura logic.
- 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?
 - More work on the implementation of reducing the API calls for users and refactoring the sharing stats feature.
- 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