

Daily Standup – 10/19

Attendees: Ana Maria Martinez, Angel Duarte, Jaqueline Lizeth Lopez, Jennifer Mesa, Julian Novak

Start time: 3:00 PM

End time: 6:00 PM

All attendees worked for 3 hours.

Meeting Summary:

The team discussed progress made since the last sprint review, reviewed interface and functionality updates, and identified the remaining issues to address before the upcoming mid-sprint checkpoint. The focus of this session was improving the responsiveness of the coding blocks and preparing the prototype for user testing feedback.

Ana Maria Martinez:

- Since the last scrum: Continued organizing and summarizing user testing feedback for inclusion in the mid-sprint report.
- Before next scrum: Continue to organize and summarize user testing feedback for inclusion in the mid-sprint report.
- Current hurdle: Minor difficulty in collecting consistent feedback results due to prototype loading times.

Angel Duarte:

- Since the last scrum: Ensured save and load system has no discrepancies between saves.
- Before next scrum: Continue to ensure save and load system has no discrepancies between saves.
- Current hurdle: Encountering inconsistent behavior in the auto-save trigger under multiple sessions.

Jaqueline Lizeth Lopez:

- Since the last scrum: Continued preparation of the presentation for the mid-sprint meeting.
- Before next scrum: Finish preparing the presentation for the mid-sprint meeting.
- Current hurdle: Some formatting issues in the document templates causing alignment inconsistencies.

Jennifer Mesa:

- Since the last scrum: Continued to support demo preparation.
- Before next scrum: Continue to support demo preparation.
- Current hurdle: Ensuring that all UI screens remain consistent after merging new visual updates.

Julian Novak:

- Since the last scrum: Continued with the implementation fixes for block alignment and completed retesting for smooth drag-and-drop execution, ran into more errors and debugging issues.
- Before next scrum: Finish the implementation fixes for block alignment.
- Current hurdle: Persistent block snapping delays when executing multiple actions simultaneously.