

Daily Scrum Meeting Minutes: 15

Attendees: Sam, Carlos, Dorreen, Austin

Start time: 10:00AM

End time: 12:00PM

Austin:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Finished persistent login
- What is planned to be done until the next scrum meeting?
 - Continue focusing on story 7
- What are the hurdles?
 - Getting application done in 4 weeks

Sam Farajzadeh

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - Polished grandfather passage test and made main menu able to accept games for the dynamically rendered tiles
- What is planned to be done until the next scrum meeting?
 - Redo the main menu to look good for both phone and tablet use, also finish other user stories and prepare a plan for data collection.

- What are the hurdles?
 - designing the system for data collection

Dorreen Vahidiazar:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - worked on the target game
- What is planned to be done until the next scrum meeting?
 - start setting up the color test game
- What are the hurdles?
 - figuring out the connection of classes

Carlos Sanchez:

- How many hours did I work since the last meeting?
 - 3
- What was done since the last scrum meeting?
 - I added a game_view widget that can be implemented in all games. It has a few buttons that users can use such as pause, resume and exit. If the exit button is pressed, a pop up appears and you can continue or end the game state.
- What is planned to be done until the next scrum meeting?
 - Merge Sam and I's versions of the main menu and finish the main menu and route all games.
- • What are the hurdles?
 - Seeing what I can implement from Sam and I's main menu versions,