

Daily Scrum Meeting Minutes:

Attendees: Victor Ills Fernandez, Emmanuel Mejia-Galvan, Alejandro Andres Pazos, Nelson De Jesus Saroza Camacho, and Gabriela Smit

Start time: 5:30 pm

End time: 6:00 pm

Victor Ills Fernandez:

- How many hours did I work since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Getting accustomed to React's features.
- What is planned to be done until the next scrum meeting?
 - Continue doing research on React.
- What are the hurdles?
 - Currently no hurdles

Emmanuel Mejia-Galvan:

- How many hours did I work since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Accepted the Replit invitation and started to become used to it
- What is planned to be done until the next scrum meeting?
 - Familiarize myself with Replit
- What are the hurdles?
 - New program to use

Alejandro Andres Pazos:

- How many hours did I work since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Learning more about React UI features.
 - Researching weather API's that could benefit our weather app.
- What is planned to be done until the next scrum meeting?
 - Continue learning React functionalities.
 - Improving from UI design.
 - Plot a design for the UI of the Weather App by Friday.
 - Practice JavaScript.
- What are the hurdles?
 - Unexpectedly getting sick.

Nelson De Jesus Saroza Camacho:

- How many hours did I work since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Get to know better about GitHub
- What is planned to be done until the next scrum meeting?
 - Getting to know how replit works
- What are the hurdles?
 - No hurdles so far.

Gabriela Smit:

- How many hours have I worked since the last meeting?
 - 2 hours
- What was done since the last scrum meeting?
 - Created a Replit and invited team members to join
- What is planned to be done until the next scrum meeting?
 - Begin adding onto our Replit and share progress with team members
- What are the hurdles?
 - No hurdles