**Sprint Planning Meeting Minutes: Sprint 1**

Attendees: Hamilton Chevez, Nicolette Celli, Filip Klepsa, Francisco Lozada, Lukas Borges, Cristian Cabrera, Kevin Delamo

Start time: 10:05 PM

End time: 10:20 PM

After discussion, the velocity of the team were estimated to be 120.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* #670 Learn Leap API
* #671 Real Sense API
* #672 Build a mini Leap enabled program
* #685 Learn Vuforia Api
* #686 Augmented Reality Template Scene
* #687 Add Keyboard/Mouse Control
* #688 Learn Unity
* #689 Learn Blender
* #692 Learn Qt Framework for C++
* #693 Learn C# Syntax and Semantics
* #710 Design - Gesture Process

The team members indicated their willingness to work on the following user stories.

* Hamilton Chevez
* #685 Learn Vuforia Api
* #686 Augmented Reality Template Scene
* Filip Klepsa
* #670 Learn Leap API
* #671 Real Sense API
* #672 Build a mini Leap enabled program
* Kevin Delamo
* #707 Learn Unity
* #708 Options Menu to Change Games Setting
* #709 Options to Change Input Device
* Francisco Lozada
* #692 Learn Qt Framework for C++
* #693 Learn C# Syntax and Semantics
* Nicolette Celli
* #687 Add Keyboard/Mouse Control
* #688 Learn Unity
* #689 Learn Blender

For CodeVR, the priority is to finish moving current working features to Github, so we can start working on the Codebase:

* #695 Move project to Github (latest features and portability)
* #696 Call blueprint functions in the correct orders
* #697 Improve the AST parser
* #698 Learn jsoncpp
* #704 Create a console overlay widget to see the python code
* #705 Create a HUD for the game
* #706 Move the game to VR form
* #702 Improve the geometries being spawned (size, textures, shapes)
* #699 Learn UE4
* #700 Learn the project’s codebase
* #701 Integrate mesh spawn feature
* #703 Add python support for UE4
* Cristian Cabrera
* #698 Learn jsoncpp
* #699 Learn UE4
* #700 Learn the project’s codebase
* #697 Improve the AST parser
* Lukas Borges
* #695 Move project to Github (latest features and portability)
* #696 Call blueprint functions in the correct orders
* #701 Integrate mesh spawn feature

**Sprint Planning Meeting Minutes: Sprint 2**

Attendees: Cristian Cabrera, Hamilton Chevez, Nicolette Celli, Filip Klepsa, Francisco Lozada, Lukas Borges, Kevin Delamo

Start time: 10:05 PM

End time: 10:20

After discussion, the velocity of the team were estimated to be 184.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* #666 Logical OR Gate in AR
* #667 Logical AND Gate in AR
* #710 Design - Gesture Process
* #713 Research - Template Matchng
* #711 Translate Point Class to C++
* #712 Translate PointMap Class to C++
* #714 Translate Geometry Class to C++
* #715 Translate Gesture Class to C++
* #687 Add Keyboard/Mouse Control
* #693 Add an Indicator
* #698 Learn jsoncpp

The team members indicated their willingness to work on the following user stories.

* Hamilton Chevez
* #666 Logical OR Gate in AR
* #667 Logical AND Gate in AR
* Filip Klepsa
* #710 Design - Gesture Process
* #713 Research - Template Matching
* Kevin Delamo
* #708 Options Menu to Change Game Settings
* #709 Option to Change Input Device
* Francisco Lozada
* #711 Translate Point Class to C++
* #712 Translate PointMap Class to C++
* #714 Translate Geometry Class to C++
* #715 Translate Gesture Class to C++
* Nicolette Celli
* #687 Add Keyboard/Mouse Control
* #693 Add an Indicator
* Cristian Cabrera
* #698 Learn jsoncpp
* #700 Learn the project’s codebase
* #697 Improve the AST parser
* Lukas Borges
* #695 Move project to Github (latest features and portability)
* #696 Call blueprint functions in the correct orders
* #701 Integrate mesh spawn feature

**Sprint Planning Meeting Minutes: Sprint 3**

Attendees: Cristian Cabrera, Hamilton Chevez, Nicolette Celli, Filip Klepsa, Francisco Lozada, Lukas Borges, Kevin Delamo

Start time: 5:45 PM

End time: 6:15 PM

After discussion, the velocity of the team were estimated to be X.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* #673 Logic XOR Gate in AR
* #720 Logical NOT Gate in AR
* #716 Translate the Recognizer class to C++
* #717 Translate the CIrcGesture class to C++
* #697 Improve the AST parser
* #704 Create an in-game console widget.
* #708 Option Menu to Change Game Settings
* #709 Option to Change Input Device
* #725 Improve - Output of JSON file
* #726 Build - Database of ASL Alphabet
* [#740](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/ar_vr_ve_for_computer_science_/cards/740) Pivot to a python json parser

The team members indicated their willingness to work on the following user stories.

* Hamilton Chevez
* #673 Logic XOR Gate in AR
* #720 Logical NOT Gate in AR
* Filip Klepsa
* #725 Improve - Output of JSON file
* #726 Build - Database of ASL Alphabet
* Kevin Delamo
* #708 Option Menu to Change Game Settings
* #709 Option to Change Input Device
* Francisco Lozada
* #716 Translate the Recognizer class to C++
* #717 Translate the CircGesture class to C++
* #730 Translate the DirectionalEvents class to C++
* Nicolette Celli
* #722 Add a Main Menu
* #723 Add Instructions for Controls
* #724 Change the Key’s Material
* Cristian Cabrera
* #697 Improve the AST parser
* #728 Create new labels and materials for Items
* #729 Integrate python server to UE4
* Lukas Borges
* #704 Create an in-game console widget.
* #721 Improve the AST parser
* #729 Integrate python server to UE4

**Sprint Planning Meeting Minutes: Sprint 4**

Attendees: Cristian Cabrera, Hamilton Chevez, Nicolette Celli, Filip Klepsa, Francisco Lozada, Lukas Borges, Kevin Delamo

Start time: 5:45 PM

End time: 6:15 PM

After discussion, the velocity of the team were estimated to be X.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* #674 Binary Conversion Activity
* #681 Queue in Augmented Reality
* #718 Translate CircGR Class to C++
* #719 Translate CircClassifier Class to C++
* #691 Create GUI to Test CircGR-API
* #727 Evaluate - Machine Learning Algorithms using Weka & Constructed Database
* #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data
* #722 Add a Main Menu
* #723 Add Instructions for Controls
* #736 Create Impassable Areas
* #735 Create Second Level Model
* #721 Improve the AST parser
* #738 Implement classes for the parser
* #737 Move parser to C+

The team members indicated their willingness to work on the following user stories.

* Hamilton Chevez
* #674 Binary Conversion Activity
* #681 Queue in Augmented Reality
* Filip Klepsa
* #727 Evaluate - Machine Learning Algorithms using Weka & Constructed Database
* #739 Begin To Implement – A Machine Learning Algorithm from Resulting Data
* Kevin Delamo
* #735 Create Second Level Model
* Francisco Lozada
* #691 Create GUI to Test CircGR-API
* #718 Translate CircGR Class to C++
* #719 Translate CircClassifier Class to C++
* Nicolette Celli
* #722 Add a Main Menu
* #723 Add Instructions for Controls
* #736 Create Impassable Areas
* Cristian Cabrera
* #721 Improve the AST parser
* #728 Create new labels and materials for Items
* Lukas Borges
* #721 Improve the AST parser
* #738 Implement classes for the parser
* #737 Move parser to C++

**Sprint Planning Meeting Minutes: Sprint 5**

Attendees: Cristian Cabrera, Hamilton Chevez, Nicolette Celli, Filip Klepsa, Francisco Lozada, Lukas Borges, Kevin Delamo

Start time: 5:45 PM

End time: 6:15 PM

After discussion, the velocity of the team were estimated to be X.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* #744 Recreate the parser using JSON for modern C++ Library
* #747 Parse instances of Assign nodes
* #748 Parse instances of FuncDef nodes
* #749 Parse instances of Expression nodes
* #745 Improve the geometries with data fed from the parser
* #750 Conversion Activity Modes: Binary to Hex
* #751 Mobile Devices: Activities Menu
* #742 Create Looping Transitions
* #743 Add Left Module
* #691 Create GUI to Test CircGR-API
* #746 Test & Debug MTCircGR API
* #741 Continue to Implement - A Machine Learning Algorithm from Resulting Data
* #754 Add Right Turn Module
* #755 Create Third Level
* #757 Proceed to Next Level
* #766 Expand Parser for all possibilities
* #767 Parse Strings
* #768 Parse all Numbers
* #769 Parse booleans
* #770 Parse for loops
* #771 Parse while loops
* #772 Parse if and else

The team members indicated their willingness to work on the following user stories.

* Hamilton Chevez
* #750 Conversion Activity Modes: Binary to Hex
* #751 Mobile Devices: Activities Menu
* Filip Klepsa
* #741 Continue to Implement - A Machine Learning Algorithm from Resulting Data
* Kevin Delamo
* #742 Create Looping Transitions
* #743 Add Left Module
* Francisco Lozada
* #691 Create GUI to Test CircGR-API
* #746 Test & Debug MTCircGR API
* Nicolette Celli
* #754 Add Right Turn Module
* #755 Create Third Level
* #757 Proceed to Next Level
* Cristian Cabrera
* #766 Expand Parser for all possibilities
* #767 Parse Strings
* #768 Parse All Numbers
* #769 Parse booleans
* #770 Parse for loops
* #771 Parse while loops
* #772 Parse if and else
* Lukas Borges
* #744 Recreate the parser using JSON for modern C++ Library
* #747 Parse instances of Assign nodes
* #748 Parse instances of FuncDef nodes
* #749 Parse instances of Expression nodes
* #745 Improve the geometries with data fed from the parser

**Sprint Planning Meeting Minutes: Sprint 6**

Attendees: Cristian Cabrera, Hamilton Chevez, Nicolette Celli, Filip Klepsa, Francisco Lozada, Lukas Borges, Kevin Delamo

Start time: 5:45 PM

End time: 6:15 PM

After discussion, the velocity of the team were estimated to be X.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* #756 Finish Implementing - A Machine Learning Algorithm
* #676 Decoder In Augmented Reality
* #684 Balancing Binary Search Tree in Augmented Reality
* #755 Create Third Level
* #760 Highlight Modules During Transitions
* #763 Add Congratulations Message
* #758 Draw geometries from data fed from parser.
* #759 Use splines to connect pertinent geometries (nodes).
* #762 Create a GUI for file selection
* #773 Menu and Demoable GUI

The team members indicated their willingness to work on the following user stories.

* Hamilton Chevez
* #676 Decoder In Augmented Reality
* #684 Balancing Binary Search Tree in Augmented Reality
* Filip Klepsa
* #756 Finish Implementing - A Machine Learning Algorithm
* Kevin Delamo
* #761 Destroy Transitions
* #764 Create Tutorial
* #765 Adapt Main Menu to VR
* Francisco Lozada
* #774 Implement Gesture Parser
* #775 Implement Gesture Serializer
* Nicolette Celli
* #755 Create Third Level
* #760 Highlight Modules During Transitions
* #763 Add Congratulations Message
* Cristian Cabrera
* #766 Expand Parser for all possibilities
* #772 Parse if and else
* #773 Menu and Demoable GUI
* Lukas Borges
* #758 Draw geometries from data fed from parser.
* #759 Use splines to connect pertinent geometries (nodes).
* #762 Create a GUI for file selection