**Review Meeting Minutes**

Attendees:

Start time: <Enter the start time of the meeting>

End time: <Enter the end time of the meeting>

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

* User Story <Enter the user story number and title>

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

* User Story <Enter the user story number and title>
* How this should be reflected on the user story definition in Mingle:
  + …

## Sprint 1 Review Meeting Minutes

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

Start time: September 18, 6:00PM

End time: 6:30PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

* User Story <Enter the user story number and title>
* User Story#670 Learn Leap API
* User Story#671 Learn Real Sense API
* User Story#672 Build a mini Leap enabled program
* User Story#685 Learn Vuforia API
* User Story#686 Augmented Reality Templace Scene
* User Story#688 Learn Unity- Nicolette
* User Story#689 Learn Blender
* User Story#690 Learn C# Syntax and Semantics
* User Story#699 Learn UE4
* User Story#700 Learn CodeVR’s innerworkings and codebase
* User Story#698 learn jsoncpp
* User Story#692 Learn Qt Framework for C++
* User Story#707 Learn Unity- Kevin

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

* User Story#697 Improve the AST parser

## Sprint 2 Review Meeting Minutes

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

Start time: October 29, 5:30PM

End time: 5:45PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

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

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

* #697 Improve the AST parser
* #708 Options Menu to Change Game Settings
* #709 Option to Change Input Device
* How this should be reflected on the user story definition in Mingle:
  + The user stories should be broken up into smaller user stories.

## Sprint 3 Review Meeting Minutes

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

Start time: October 13, 4:30PM

End time: 5:00PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

* #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++
* #730 Translate DirectionalEvents Class to C++
* #718 Translate the CircGR Class to C++
* #719 Translate the CircClassifier Class to C++
* #697 Improve the AST parser
* #704 Create an in-game console widget
* #708 Options Menu to Change Game Settings
* #709 Option to Change Input Device
* #721 Improve the parser
* #724 Change the Key's Material
* #725 Improve – Output of JSON file
* #726 Build – Database of ASL Alphabet
* #728 Create new labels and materials for Items
* #729 Integrate python server to UE4
* #731 Have Robot Communicate
* #732 Create Button for Completing Level
* #733 Prevent Robot from Going Through Walls
* #734 Create Lightning Door

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

* #722 Add a Main Menu
* #723 Add Instructions for Controls
* #727 Evaluate – Machine Learning Algorithms using Weka & Constructed database

## Sprint 4 Review Meeting Minutes

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

Start time: 4:30 PM

End time: 5:30 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

* #674 Binary Conversion Activity
* #681 Difficulty Selection for Binary Activity
* #718 Translate CircGR Class to C++
* #719 Translate CircClassifier Class to C++
* #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 following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

* #691 Create GUI to Test CircGR-API

## Sprint 5 Review Meeting Minutes

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

Start time: 4:30 PM

End time: 5:30 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

* #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

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

* #755 Create Third Level

## Sprint 6 Review Meeting Minutes

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

Start time: 3:00 PM

End time: 4:00 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

* #756 Finish Implementing - A Machine Learning Algorithm

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.