**Sprint 2 Planning Meeting Minutes:**

Attendees: Arelys Alvarez

Fidel Hernandez

Samira Tellez

Carlos Martinez

Mairim Barrios

Start time: <7:00pm>

End time: <7:37pm>

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

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

* User Story <1: As a user I want a menu system so that I can select whether I want to begin the game or exit > 8hrs
* User Story <2: As a player I want to be able to enter my information so that I can store my scores in the game> 8hrs
* User Story <3: As a player I want the first level to be easy in difficulty so that I can understand the concept of the game.> 8hrs
* User Story <4: As a user I want the game to walk me through the different tools and mechanics that I can use to advance to the next level. > 8hrs
* User Story <5: As a user I want to see the different instructions available for each of the levels> 6hrs
* User Story <6: As a user I want to know if the instructions selected are the correct ones so that I know if I pass or fail the level > 8hrs
* User Story <7: As a character I want to move in the direction specified by the user’s commands so that I can get closer towards the exit > 8hrs
* User Story <8: As a developer I want to research the most optimal ways of moving a character on top of a layer of blocks so that my character moves from beginning to end > 10hrs
* User Story <9: As a user I want to be able to see >
* User Story <10: As a developer I want to research ways of designing three dimensional paths so that the player sees the illusion of a maze > 8hrs
* User Story <11: As a developer I want to research the ways of implementing a drag and drop functionality so that the player can drag the instructions into the command holder > 10hrs

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

* <Mairim Barrios>
* User Story <5: As a user I want to see the different instructions available for each of the levels> 6hrs
* User Story <6: As a user I want to know if the instructions selected are the correct ones so that I know if I pass or fail the level > 8hrs
* <Carlos Martinez>
* User Story <1: As a user I want a menu system so that I can select whether I want to begin the game or exit > 8hrs
* User Story <7: As a character I want to move in the direction specified by the user’s commands so that I can get closer towards the exit > 8hrs

**Sprint 3 Planning Meeting Minutes:**

Attendees: Arelys Alvarez

Fidel Hernandez

Samira Tellez

Carlos Martinez

Mairim Barrios

Start time: <1:35pm>

End time: <2:00pm>

After discussion, the velocity of the team were estimated to be <84pts>.

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

* User Story <787: Add and adjust an additional camera into the main screen.>
* User Story <789: Basic Character Movement>
* User Story <801: Spawn user instructions upon button click>
* User Story <791: Multiple Loops>
* User Story <799: Basic Movement with Methods>

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

* <Mairim Barrios>
* User Story <787:Add and adjust an additional camera into the main screen.>
* User Story <801: Spawn user instructions upon button click>
* <Carlos Martinez>
* User Story <789: Basic Character Movement>
* User Story <791: Multiple Loops>
* User Story <799: Basic Movement with Methods>

**Sprint 4 Planning Meeting Minutes:**

Attendees: Arelys Alvarez

Fidel Hernandez

Samira Tellez

Carlos Martinez

Mairim Barrios

Start time: <1:30pm>

End time: <1:45pm>

After discussion, the velocity of the team were estimated to be <80>.

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

* User Story <808:Re-arrange UI for Level2 and add new functionality for new difficulty>
* User Story <809: Create scripts to parse more complex user instructions>
* User Story <800: Methods with Loop>

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

* <Mairim Barrios>
* User Story <808:Re-arrange UI for Level2 and add new functionality for new difficulty>
* User Story <809: Create scripts to parse more complex user instructions>
* <Carlos Martinez>
* User Story <800: Methods with Loop>

**Sprint 5 Planning Meeting Minutes:**

Attendees: Arelys Alvarez

Fidel Hernandez

Samira Tellez

Carlos Martinez

Mairim Barrios

Start time: <1:30pm>

End time: <1:45pm>

After discussion, the velocity of the team were estimated to be <80>.

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

* User Story <810:Add editing tools for solution>
* User Story<813: Work character movement with illusion>
* User Story<814: Object Oriented based movement>

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

* <Mairim Barrios>
* User Story <User Story <810:Add editing tools for solution>
* <Carlos Martinez>
* User Story<813: Work character movement with illusion>
* User Story<814: Object Oriented based movement>

**Sprint 6 Planning Meeting Minutes:**

Attendees: Arelys Alvarez

Fidel Hernandez

Samira Tellez

Carlos Martinez

Mairim Barrios

Start time: <1:30pm>

End time: <1:45pm>

After discussion, the velocity of the team were estimated to be <80>.

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

* User Story <816:Work on research paper >

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

* <Mairim Barrios>
* User Story <816:Work on research paper >
* <Carlos Martinez>
* User Story <822:Add finishing touches to animation>
* User Story <823:Continue working on movement(turning)>