**Sprint 1 Retrospective Meeting Minutes**

Attendees: Andres Chalela, Rolf Kinder Gilet, Miguel Jardines

Start time: 9:00am

End time: 9:30am

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, we dedicated the estimated 120 hrs/sprint
* Did we do a good job estimating the points (time required) for each user story?
  + No User Stories for Sprint 1
* Did each team member work as scheduled?
  + Every team member did their part in the ramp up process.

What went right?

* Every team member was able to get their development environment set up and get familiarized with the project.

How to address the issues in the next sprint?

* How to improve the process?
  + Communication between members and address problems with product owner early on to get feedback.
* How to improve the product?
  + Continue working with product owner regarding the implementation of the required parser and custom Code-VR language

**Sprint 2 Retrospective Meeting Minutes**

Attendees: Andres Chalela, Rolf Kinder Gilet, Miguel Jardines

Start time: 9:00am

End time: 9:30am

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, we dedicated the estimated 120 hrs/sprint
* Did we do a good job estimating the points (time required) for each user story?
  + No, we underestimated the amount of time required for each User Story.
* Did each team member work as scheduled?
  + Every team member did their part as scheduled.

What went right?

* Every team member focused on their respective User Stories and made progress for the next sprint.

How to address the issues in the next sprint?

* How to improve the process?
  + Consistent communication between team members and provide more specific feedback during the daily SCRUM meetings.
* How to improve the product?
  + Look for available technologies and ideas that may help us with the development of the 3D objects and intermediary language. Get feedback for 3D object implementation via student surveys.

**Sprint 3 Retrospective Meeting Minutes**

Attendees: Andres Chalela, Rolf Kinder Gilet, Miguel Jardines

Start time: 9:00am

End time: 9:30am

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, we dedicated the estimated 120 hrs/sprint
* Did we do a good job estimating the points (time required) for each user story?
  + No, we underestimated the amount of time required for each User Story.
* Did each team member work as scheduled?
  + Every team member did their part as scheduled.

What went right?

* Every team member focused on their respective User Stories and made progress for continuing the product development in the next sprint.

How to address the issues in the next sprint?

* How to improve the process?
  + Continue to interact and communicate regarding progress and quickly address roadblocks.
* How to improve the product?
  + Get familiarized with the Leap Motion technology for 3D object manipulation and interactions. Get more feedback from team & product owner regarding Code VR language design.

**Sprint 4 Retrospective Meeting Minutes**

Attendees: Andres Chalela, Rolf Kinder Gilet, Miguel Jardines

Start time: 9:00am

End time: 9:30am

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, we dedicated the estimated 120 hrs/sprint
* Did we do a good job estimating the points (time required) for each user story?
  + No, we underestimated the amount of time required for each User Story.
* Did each team member work as scheduled?
  + Every team member did their part as scheduled.

What went right?

* Every team member focused on their respective User Stories and made progress for continuing the product development in the next sprint.

How to address the issues in the next sprint?

* How to improve the process?
  + Continue to interact and communicate regarding progress and quickly address roadblocks.
* How to improve the product?
  + Continue to get familiarized with the Leap Motion technology and plan the architectural approach to Code VR Language as a visual representation.

**Sprint 5 Retrospective Meeting Minutes**

Attendees: Andres Chalela, Rolf Kinder Gilet, Miguel Jardines

Start time: 9:00am

End time: 9:30am

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, we dedicated the estimated 120 hrs/sprint
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, we properly estimated the amount of time required for each User Story.
* Did each team member work as scheduled?
  + Every team member did their part as scheduled.

What went right?

* Every team member focused on their respective User Stories and made progress for continuing the product development in the next sprint.

How to address the issues in the next sprint?

* How to improve the process?
  + Continue to interact and communicate regarding progress and quickly address roadblocks.
* How to improve the product?
  + Continue to researching better implementation for dynamic features

**Sprint 6 Retrospective Meeting Minutes**

Attendees: Andres Chalela, Rolf Kinder Gilet, Miguel Jardines

Start time: 9:00am

End time: 9:30am

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, we dedicated the estimated 120 hrs/sprint
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, we properly estimated the amount of time required for each User Story.
* Did each team member work as scheduled?
  + Every team member did their part as scheduled.

What went right?

* Every team member focused on their respective User Stories and made progress for continuing the product development in the next sprint.

How to address the issues in the next sprint?

* How to improve the process?
  + Continue to interact and communicate regarding progress and quickly address roadblocks.
* How to improve the product?
  + Focus on the integration of visual project contributions with the implemented CodeVR source to source compiler