Project Title:

**<Multi Modal Interactive Paint>**

Student Members:

**Alexander Karpis**

**Eric Aguiar**

**Christopher Naranjo**

**Jorge Nonell**

Product Owners:

**Francisco R. Ortega**

Mentors:

**Francisco R. Ortega**

Instructor:

**Masoud Sadjadi**

***Sprint 1***

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start Time: 7:00pm

End Time: 7:30pm

Date: 6/3/16

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, but getting the project upgraded to VS2015 took more time than expected due to dependency issues
* Did each team member work as scheduled?
  + Yes

What went right?

* Communication through skype often to make sure everyone was updated on project changes and current tasks.

How to address the issues in the next sprint?

* How to improve the process?
  + Improve the build system to make it easier to run project
* How to improve the product?
  + Cleaned up the code and organized it to make it easier to add new features and debug in the future

***Sprint 2***

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start Time: 6:30pm

End Time: 7:15pm

Date: 6/20/16

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes, but debugging the memory issue took much more time than estimated.
* Did we do a good job estimating the points (time required) for each user story?
  + Yes, but issues with memory were encountered during resizing the application
* Did each team member work as scheduled?
  + Yes

What went right?

* Communication through skype often to make sure everyone was updated on project changes and current tasks.

How to address the issues in the next sprint?

* How to improve the process?
  + Improve the build system to make it easier to run project
* How to improve the product?
  + Fix frame buffers in order to fix memory issue

***Sprint 3***

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start Time: 10:30am

End Time: 11:30am

Date: 6/3/16

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes
* Did we do a good job estimating the points (time required) for each user story?
  + Yes
* Did each team member work as scheduled?
  + Yes

What went right?

* Communication through skype often to make sure everyone was updated on project changes and current tasks.

How to address the issues in the next sprint?

* How to improve the process?
  + Improve the code readability
* How to improve the product?
  + Fix bugs

***Sprint 4***

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start Time: 7:30am

End Time: 8:30am

Date: 6/3/16

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes
* Did we do a good job estimating the points (time required) for each user story?
  + Yes
* Did each team member work as scheduled?
  + Yes

What went right?

* Communication through skype often to make sure everyone was updated on project changes and current tasks.

How to address the issues in the next sprint?

* How to improve the process?
  + Improve the code readability
* How to improve the product?
  + Fix bugs

***Sprint 5***

Attendees: Jorge Nonell, Eric Aguiar, Chris Naranjo, Alex Karpis

Start Time: 7:30pm

End Time: 8:30pm

Date: 8/1/16

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Yes
* Did we do a good job estimating the points (time required) for each user story?
  + Yes
* Did each team member work as scheduled?
  + Yes

What went right?

* Communication through skype often to make sure everyone was updated on project changes and current tasks.

How to address the issues in the next sprint?

* How to improve the process?
  + Improve the code readability
* How to improve the product?
  + Fix bugs