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: 7:00

End time: 7:30

Date: 6/3/16

Teams Velocity: 29 SP

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: 6:30

End time: 7:30

Date: 6/20/16

Teams Velocity: 29 SP

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: 10:30 am

End time: 11:30 am

Date: 7/2/16

Teams Velocity: 29 SP

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: 7:30 am

End time: 8:30 am

Date: 7/16/16

Teams Velocity: 25 SP

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

Teams Velocity: 25 SP

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