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: 6:30

End time: 7:00

Date: 6/3/16  … 7/2/16

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

* User Story #770 : UI Refactoring
* User Story #771 : Learn to use AR devices
* User Story #773 : Study NDK to integrate AR
* User Story #780 : Drawing Refactoring
* User Story #781: Improve Build System
* User Story #782 : Device Refactoring
* User Story #768, #769 - Learn the Kinect API, Draw Lines with the Kinect.
* User Story #797 : Setup AR SDKs and dev environment

**Sprint 2:**

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

Start time: 6:30

End time: 7:00

Date: 6/3/16

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

* User Story #801 : Window resizing and responsiveness
* User Story #811 : Implement and design a unified interface for devices to be able to hand off drawing to the application
* User Story #806 : Get a response from body basics sample on kinect
* User Story #799 : Add spatial Mapping
* User Story #800 : Move holograms with gaze and gestures

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.

**Sprint 3:**

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

Start time: 10:30

End time: 11:30

Date: 7/2/16

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

* User Story #799 : Add Spatial Mapping
* User Story #800 : Move holograms with gaze and gestures
* User Story #801 : Window resizing and responsiveness
* User Story #806 : Get a response from body basics sample on kinect
* User Story #811 : Implement and design a unified interface for devices to be able to hand off drawing to the application
* User Story #818 : Add cursor that follows user’s gaze

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.

**Sprint 4:**

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

Start time: 7:30 pm

End time: 8:30 pm

Date: 7/16/16

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

* User Story #867: Work on refactoring the Layer Visualization Feature.
* User Story #876: Have the Kinect register multiple people.
* User Story # 880: Work with Alex to get Kinect speech integrated
* User Story # : Add menu system eventing

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.

**Sprint 5:**

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

Start time: 7:30 pm

End time: 8:30 pm

Date: 7/30/16

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

* User Story #867: Work on refactoring the Layer Visualization Feature.
* User Story #876: Have the Kinect register multiple people.
* User Story # 880: Work with Alex to get Kinect speech integrated
* User Story # : Add menu system eventing

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.