**Sprint Review Meeting Minutes**

Attendees: <Enter Attendees' Names>

Start time: <Enter the start time of the meeting>

End time: <Enter the end time of the meeting>

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

* User Story <Enter the user story number and title>

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.

* User Story <Enter the user story number and title>
* How this should be reflected on the user story definition in Mingle:
  + ...

Attendees: Deon Davis, Edvin Li, Shahin Vassigh, Albert Elias

Start time: May 23, 2017 11:00 AM

End time: May 23, 2017 11:40 AM

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

* User Story #208 Understanding Unity and Project
* User Story #209 Understanding Unity and Project

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.

* N\A. The product owner suggests we familiarize ourselves with Unity and the latest version of the project from their github first before we begin developing other use cases in the next sprint meeting.
* How this should be reflected on the user story definition in Mingle:
  + Should not be added to Mingle because no user stories are defined yet until the next sprint meeting.

Attendees: Deon Davis, Edvin Li, Shahin Vassigh, Albert Elias

Start time: June 6, 2017 11:00 AM

End time: June 6, 2017 11:40 AM

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

* User Story #210 Build VR Project to iOS
* User Story #211 Build VR Project to Android

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.

* NA - No additional user stories were created or rejected.
* How this should be reflected on the user story definition in Mingle:
  + NA

Attendees: Deon Davis, Edvin Li, Shahin Vassigh, Albert Elias

Start time: June 20, 2017 11:05 AM

End time: June 20, 2017 11:43 AM

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

* User Story #215 Add Geometry
* User Story #214 Add Animations

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.

* GPS Tracking
* How this should be reflected on the user story definition in Mingle:
  + #212 GPS Tracking
* Real Time Update
* How this should be reflected on the user story definition in Mingle:
  + #213 Real Time Update
* Auto Calibration
* How this should be reflected on the user story definition in Mingle:
  + #216 Auto Calibration

**Sprint Review Meeting Minutes**

Attendees: Deon Davis, Edvin Li, Shahin Vassigh, Albert Elias

Start time: July 6 1:00 PM

End time: July 6 3:00 PM

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

* User Story #225 Add Touch Input for Android
* User Story #224 Add Touch Input for iOS
* User Story #221 Mobile Video Player
* User Story #219 Loading screen
* User Story #217 Movement via Touch

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.

* User Story #220 Bug fix: Hole in the stairs
  + Reflected as a user story to be added in sprint 4
* User Story #222 Toggle VR POV for mobile users
  + Reflected as a user story to be added in sprint 4
* User Story #223 Auto-detect phone orientation
  + Reflected as a user story to be added in sprint 4
* User Story #226 Add Third Person View
  + - * Reflected as a user story to be added in Sprint 4.

Attendees: Deon Davis, Edvin Li, Shahin Vassigh, Albert Elias

Start time: July 13 12:00 PM

End time: July 13 2:00 PM

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

* User Story #229 Icon Interaction.
* User story #222 Toggle VR POV for mobile users.

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.

* User Story <Enter the user story number and title>
* How this should be reflected on the user story definition in Mingle:

NA