Attendees: Jacob Leschen, Alain Galvan, Justin Alvarez, Jose Morgan

Start time: 4:30 PM

End time: 5:00 pm

After discussion, the velocity of the team were estimated to be 40 hours of work per person.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* 119 - Saving and Loading
* 131 - Basic VR world emulation
* 158 - Create Node Descriptors
* 117 - Basic HMD display
* 143 - HMD shapes, colors, and transformations
* 144 - Unity integration
* 145 - HMD device availability
* 147 - Learning libcinder
* 148 - Software design
* 149 - Learning NanoGUI part 2
* 150 - Possible conan integration
* 151 - Library integration
* 152 - Learning Cinder
* 153 - Learning Cinder part 2
* 154 - Build GUI using NanoGUI
* 155 - Learning NanoGUI
* 156 - Continue learning OpenGL
* 157 - Learning Vulkan
* 159 - Create Node Descriptor Renderer

The team members indicated their willingness to work on the following user stories.

* Jacob Leschen
* 119 - Saving and Loading
* 131 - Basic VR world emulation
* 117 - Basic HMD display
* 143 - HMD shapes, colors, and transformations
* 144 - Unity integration
* 145 - HMD device availability
* Alain Galvan
* 158 - Create Node Descriptors
* 159 - Create Node Descriptor Renderer
* Justin Alvarez
* 147 - Learning libcinder
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* 151 - Library integration
* Jose Morgan
* 152 - Learning Cinder
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