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

Start time: 3:30 PM

End time: 5:00 PM

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

* 122 - Create Vulkan Shader Example
* 121 - Create a Vulkan Validation Layer Conan
* 120 - Create a Draft Vulkan Renderer
* 128 - Learning / Reviewing STL
* 142 - Previous Version Progression
* 133 - Basic SteamVR and Unity Knowledge
* 141 - Documentation and Schedules
* 140 - Mingle Site Sufficiency
* 134 - Write Vulkan Notes
* 135 - Learning NanoGUI
* 137 - Learning and Reviewing
* 136 - Create plf::colonv Package
* 138 - Research WinAPI
* 139 - Research OpenGL
* 146 - Review C++

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.

* 118 - HTC Vive Controller Support
* 132 - HMD object display and manipulation
* 124 - Basic GUI
* 125 - Gather Functional Requirements