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

Start time: 2:00 PM

End time: 2:45 PM

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

* 158 - Create Node Descriptors
* 117 - Basic HMD display
* 143 - HMD shapes, colors, and transformations
* 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
* 90 - Unity GUI
* 108 - Unity Scene 1

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 119 - Saving and Loading
* How this should be reflected on the user story definition in Mingle:
  + The definition is the same, we simply did not accurately project the progress in the project needed to begin work on this story
* User Story 131 - Basic VR world emulation
* How this should be reflected on the user story definition in Mingle:
  + The definition is the same, we did not have the hardware available at the time to complete this story. It will be handled immediately next sprint
* User Story 144 - Unity Integration
* How this should be reflected on the user story definition in Mingle:
  + The definition has been changed to adapt to when we finish the major components of the painting application; it will remain in the product backlog until a later sprint.