Attendees: Jacob Leschen, Justin Alvarez

Start time: 2:00 PM

End time: 2:45 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.

* User Story 162 - Finish integrating Cinder and NanoGUI
* User Story 163 - Line Drawing Tool
* User Story 165 - Color Selection Tool
* User Story 166 - Design how the app will handle concurrent users
* User Story 132 - HMD object display and manipulation
* User Story 167 - Implement the designed concurrency model
* User Story 131 - Basic VR world emulation
* User Story 168 - Continue implementing concurrent users
* User Story 118 - HTC vive controller implementation
* User Story 169 - Test Concurrent Users
* User Story 161 - Saving and loading files
* User Story 119 - Saving and Loading
* User Story 164 - Rotation Tool
* User Story 89 - Unity Scene 2
* User Story 170 - Limit concurrent users based on hardware limitations

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

* Jacob Leschen:
* User Story 132 - HMD object display and manipulation
* User Story 118 - HTC vive controller implementation
* User Story 119 - Saving and Loading
* User Story 131 - Basic VR world emulation
* User Story 89 - Unity Scene 2
* Justin Alvarez:
* User Story 161 - Saving and loading files
* User Story 162 - Finish integrating Cinder and NanoGUI
* User Story 163 - Line Drawing Tool
* User Story 164 - Rotation Tool
* User Story 165 - Color Selection Tool
* Joze Morgan
  + User Story 166 - Design how the app will handle concurrent users
  + User Story 167 - Implement the designed concurrency model
  + User Story 168 - Continue implementing concurrent users
  + User Story 169 - Test Concurrent Users
* User Story 170 - Limit concurrent users based on hardware limitations