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

Start time: 3:00 PM

End time: 3:15 PM

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

* User Story 89 - Unity Scene 2

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 96 - Integrate models
* How this should be reflected on the user story definition in Mingle:
  + User stories should only be created when all of the necessary materials are available for use