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

Start time: 3:00pm

End time: 3:30 pm

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

* User Story #230 - Create an HMD game framework
* User Story #188 - Create a detailed demo
* User Story # 235 - Implement gesture controls
* User Story #242 - Add more tools (part 2)
* User Story #179 - Port Renderer from Imperative to Declarative Components
* User Story #178 - Create Window Component Adapter

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.

* N/A (This was the final sprint)