**Sprint Review Meeting Minutes**

Attendees: David, Schiumerini, Richard Rodriguez

Start time: 6:38 PM

End time: 7:05 PM

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

* User Story #1073 Make Sound When a Game Starts/End
* Completed and tested the system sound when a game start and when a game ends. As a game is started from one function and ends with a different function, the sound function was added separately so that it can be called from either function. It uses a system sound, so it will be available in all versions of Android, regardless of manufacturer.
* User Story #1071 Save Battery (David Schiumerini)
  + Implemented code that edits the way LEDs are used in order to save battery and added a “flash” enhancement that give the User instant feedback regarding his hit. Red flash on an incorrect pad will trigger a red flash signifying an incorrect hit was mad, and flash green indicates a good hit!

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 #1055 & 1056 Setup accounts(David Schiumerini) and predetermined sequences(Richard Rodriguez) will carry over to Sprint 3.
* User Story #1054 Arduino Software Emulator (Dropped by Gummi)
* Story was deemed invaluable due to the time it would take to successfully implement vs the time we have left to allocate.
  + Card was moved to the Defect Backlog