**Sprint Review Meeting Minutes**

**Sprint 1**

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales

Date: January 29,2018

Start time: 6:00

End time: 7:00

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

* User Story <Enter the user story number and title>

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

* User Story <Enter the user story number and title>
* How this should be reflected on the user story definition in Mingle:
  + ...

**Sprint 2**

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: February 12,2018

Start time: 6:00 PM

End time: 7:00 PM

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

* SC-1137 Change UI from activities to fragments
* SC-1138 Design architecture to identify Pads
* SC-1139 Design Architecture for Sequence

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

* All user stories from Sprint 2 were accepted by the product owner.

**Sprint 3**

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: February 23,2018

Start time: 6:00 PM

End time: 7:00 PM

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

* SC-1145 Implement Player Class
* SC-1146 Implement and Refactor Pad Class
* SC-1147 Implement and Refactor Sequence Class

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

* All user stories from Sprint 3 were accepted by the product owner.

**Sprint 4**

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: March 12, 2018

Start time: 6:00 PM

End time: 7:00 PM

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

* SC-1156 - Implement sending Hex Html color codes
* SC-1157 - Refactor UI design for User to Play Game
* SC-1158 - Implement Multiplayer Game Service

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

* All user stories from Sprint 4 were accepted by the product owner.

**Sprint 5**

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: April 2, 2018

Start time: 6:00 PM

End time: 7:00 PM

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

* SC-1159 - Refactor PadConnectionService Class
* SC-1160 - Fix "Play" floating button bug
* SC-1161 - Customize Pad light up time

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

* All user stories from Sprint 5 were accepted by the product owner.

**Sprint 6**

Attendees: Carlos Alva, Sandra Hurtado, Sergio Rosales, Gummi

Date: April 16, 2018

Start time: 6:00 PM

End time: 7:00 PM

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

* User Story ID: SC-1168 - Change Pad Configuration UI to match Models
* User Story ID: SC-1169 - Modify UI for Play Game
* User Story ID: SC-1170 - Modify Multiplayer UI to display current Players Pads

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

* All user stories from Sprint 5 were accepted by the product owner