SkillCout 6.0 – Sprint Review Meeting Minutes from the Fall 2016 Semester

Attendees: <Enter Attendees' Names>

Start time: <Enter the start time of the meeting>

End time: <Enter the end time of the meeting>

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

* 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 Spring Planning meeting.

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

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**SPRINT #1**

Attendees: Gummi, Gajen, Sean, Manuel, April, Pedro, Rolando, Jofran

Start time: 6:30pm

End time: 7:30pm

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

* User Story #780 (in mingle) - Version 5.0 code review
* User Story #781 (in mingle) - Successfully run SkillCourt 5.0
* User Story #782 (in mingle) - Andriod, Arduino, Java refresh and research!

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 ! All Good :)

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**SPRINT #2**

Attendees: Gummi, Tony, April, Pedro, Rolando, Jofran, Manuel

Start time: 6:30pm

End time: 7:30pm

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

* User Story #783 - User Login
* User Story #784 - User Registration
* User Story #785 - Maintain Session
* User Story #800 - Game < 60 seconds
* User Story #802 - Game beat timer mode

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 ! All Good :)

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**SPRINT #3**

Attendees: Gummi, Tony, April, Pedro, Rolando, Jofran, Manuel

Start time: 6:30pm

End time: 7:30pm

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

* User Story #788 - User generated game sequence
* User Story #825 - History Page
* User Story #803 - Start game from android application
* User Story #864 - Enroll as a coach
* User Story #830 - Create Teams

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 - So far, so good...

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**SPRINT #4**

Attendees: Gummi, Tony, April, Pedro, Rolando, Jofran, Manuel

Start time: 6:30pm

End time: 7:30pm

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

* User Story #788 - User generated game sequence
* User Story #825 - History Page
* User Story #844 - Detailed History Page
* User Story #803 - Start game from android application
* User Story #864 - Enroll as a coach
* User Story #830 - Create Teams

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 - So far, so good..

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**SPRINT #5**

Attendees: Gummi, Tony, April, Pedro, Rolando, Jofran, Manuel

Start time: 6:30pm

End time: 7:30pm

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

* User Story #896 - Pull live stats from database
* User Story #803 - Start game from android application
* User Story #864 - Enroll as a coach
* User Story #830 - Create Teams

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 - So far, so good..

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**SPRINT #6**

Attendees: Gummi, Tony, April, Pedro, Rolando, Jofran, Manuel

Start time: 6:30pm

End time: 7:30pm

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

* User Story #897 - Refactor stats code
* User Story #892 - Show dashboard
* User Story #835 - View history of all my players games

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 - So far, so good..