**Sprint Planning Meeting Minutes: Sprint #**

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

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

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

After discussion, the velocity of the team were estimated to be <Enter the estimated team velocity>.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

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

The team members indicated their willingness to work on the following user stories.

* Armando Carrasquillo
* User Story <Enter the number and title of the user story>
* ...
* Daniel Perez
* User Story <Enter the number and title of the user story>
* …
* Santiago Bolivar
* User Story <Enter the number and title of the user story>
* ...

## Sprint Planning Meeting Minutes: Sprint 1

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 8:00 PM

End time: 8:30 PM

After discussion, the velocity of the team were estimated to be 89.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* User Story #667 Setup Unreal Engine and Visual Studio (Computer 1)
* User Story #668 Setup Unreal Engine and Visual Studio (Computer 2)
* User Story #669 Setup Unreal Engine and Visual Studio (Computer 3)
* User Story #670 Research Unreal Engine Documentation (Developer 1)
* User Story #671 Research Unreal Engine Documentation (Developer 2)
* User Story #672 Research Unreal Engine Documentation (Developer 3)
* User Story #673 Research the C++ API (Developer 1)
* User Story #674 Research the C++ API (Developer 2)
* User Story #675 Research the C++ API (Developer 3)
* User Story #676 Research Game’s that Women Play
* User Story #677 Setup VR Template Level
* User Story #678 Setup VR Headset with Unreal Engine

The team members indicated their willingness to work on the following user stories.

* Armado Carrasquillo
* User Story #667 Setup Unreal Engine and Visual Studio (Computer 1)
* User Story #670 Research Unreal Engine Documentation (Developer 1)
* User Story #673 Research the C++ API (Developer 1)
* User Story #676 Research Game’s that Women Play
* Daniel Perez
* User Story #668 Setup Unreal Engine and Visual Studio (Computer 2)
* User Story #671 Research Unreal Engine Documentation (Developer 2)
* User Story #674 Research the C++ API (Developer 2)
* User Story #677 Setup VR Template Level
* Santiago Bolivar
* User Story #669 Setup Unreal Engine and Visual Studio (Computer 3)
* User Story #672 Research Unreal Engine Documentation (Developer 3)
* User Story #675 Research the C++ API (Developer 3)
* User Story #678 Setup VR Headset with Unreal Engine

## Sprint Planning Meeting Minutes: Sprint 2

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

After discussion, the velocity of the team were estimated to be 72.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* User Story #679 Setup Level Streaming in Unreal Engine
* User Story #680 Split Level in Unreal into Sub-Levels
* User Story #681 Create Survey for Game
* User Story #682 Research Puzzles and Storyline for Game (Developer 1)
* User Story #683 Research Puzzles and Storyline for Game (Developer 2)
* User Story #684 Research Puzzles and Storyline for Game (Developer 3)
* User Story #685 Add Functionality to Objects in Unreal Engine (Developer 1)
* User Story #686 Add Functionality to Objects in Unreal Engine (Developer 2)
* User Story #687 Collect Data from Survey

The team members indicated their willingness to work on the following user stories.

* Armando Carrasquillo
* User Story #679 Setup Level Streaming in Unreal Engine
* User Story #682 Research Puzzles and Storyline for Game (Developer 1)
* User Story #685 Add Functionality to Objects in Unreal Engine (Developer 1)
* Daniel Perez
* User Story #680 Split Level in Unreal into Sub-Levels
* User Story #683 Research Puzzles and Storyline for Game (Developer 2)
* User Story #686 Add Functionality to Objects in Unreal Engine (Developer 2)
* Santiago Bolivar
* User Story #681 Create Survey for Game
* User Story #684 Research Puzzles and Storyline for Game (Developer 3)
* User Story #687 Collect Data from Survey

## Sprint Planning Meeting Minutes: Sprint 3

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

After discussion, the velocity of the team were estimated to be 88.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* User Story #696 Implement Function to Move Objects
* User Story #697 Implement Adding Objects to Cauldron (Puzzle 1)
* User Story #698 Implement Interaction to Heat Up Cauldron (Puzzle 1)
* User Story #699 Implement Adding Objects to Scale (Puzzle 2)
* User Story #700 Implement Interaction to Display Objects Weight (Puzzle 2)
* User Story #701 Implement Placing Books on Shelf (Puzzle 3)
* User Story #702 Implement Interaction to Reset Puzzle (Puzzle 3)

The team members indicated their willingness to work on the following user stories.

* Armando Carrasquillo
* User Story #697 Implement Adding Objects to Cauldron (Puzzle 1)
* User Story #698 Implement Interaction to Heat Up Cauldron (Puzzle 1)
* Daniel Perez
* User Story #699 Implement Adding Objects to Scale (Puzzle 2)
* User Story #700 Implement Interaction to Display Objects Weight (Puzzle 2)
* Santiago Bolivar
* User Story #696 Implement Function to Move Objects
* User Story #701 Implement Placing Books on Shelf (Puzzle 3)
* User Story #702 Implement Interaction to Reset Puzzle (Puzzle 3)

## Sprint Planning Meeting Minutes: Sprint 4

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

After discussion, the velocity of the team were estimated to be 96.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* User Story #723 Create Interactive Button
* User Story #724 Implement Functionality for Doors
* User Story #725 Implement HUD
* User Story #726 Implement Conditions to Escape Room (Puzzle 2)
* User Story #727 Implement Achievement System
* User Story #728 Implement In-Game Menu

The team members indicated their willingness to work on the following user stories.

* Armando Carrasquillo
* User Story #725 Implement HUD
* User Story #728 Implement In-Game Menu
* Daniel Perez
* User Story #723 Create Interactive Button
* User Story #726 Implement Conditions to Escape Room (Puzzle 2)
* Santiago Bolivar
* User Story #724 Implement Functionality for Doors
* User Story #727 Implement Achievement System

## Sprint Planning Meeting Minutes: Sprint 5

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

After discussion, the velocity of the team were estimated to be 104.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* User Story #750 Collect Metrics
* User Story #751 Print Metrics
* User Story #752 Implement Main Menu
* User Story #753 Create Enter Room Trigger
* User Story #754 Create Game Completed Trigger
* User Story #755 Highlight Movable Objects

The team members indicated their willingness to work on the following user stories.

* Armando Carrasquillo
* User Story #752 Implement Main Menu
* User Story #754 Create Game Completed Trigger
* Daniel Perez
* User Story #750 Collect Metrics
* User Story #753 Create Enter Room Trigger
* Santiago Bolivar
* User Story #751 Print Metrics
* User Story #755 Highlight Movable Objects

## Sprint Planning Meeting Minutes: Sprint 6

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

After discussion, the velocity of the team were estimated to be 120.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* User Story #775 Write Research Paper for VIP (Developer 1)
* User Story #776 Write Research Paper for VIP (Developer 2)
* User Story #777 Write Research Paper for VIP (Developer 3)
* User Story #778 Port Game to VR (Developer 1)
* User Story #779 Port Game to VR (Developer 2)
* User Story #780 Port Game to VR (Developer 3)
* User Story #781 Alpha Testing (Developer 1)
* User Story #782 Alpha Testing (Developer 2)
* User Story #783 Alpha Testing (Developer 3)

The team members indicated their willingness to work on the following user stories.

* Armando Carrasquillo
* User Story #775 Write Research Paper for VIP (Developer 1)
* User Story #778 Port Game to VR (Developer 1)
* User Story #781 Alpha Testing (Developer 1)
* Daniel Perez
* User Story #776 Write Research Paper for VIP (Developer 2)
* User Story #779 Port Game to VR (Developer 2)
* User Story #782 Alpha Testing (Developer 2)
* Santiago Bolivar
* User Story #777 Write Research Paper for VIP (Developer 3)
* User Story #780 Port Game to VR (Developer 3)
* User Story #783 Alpha Testing (Developer 3)