**Sprint # Review Meeting Minutes**

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 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 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 1 Review Meeting Minutes

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 7:00 PM

End time: 7:30 PM

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

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

* N/A

## Sprint 2 Review Meeting Minutes

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

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

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

* N/A

## Sprint 3 Review Meeting Minutes

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

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

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

* N/A

## Sprint 4 Review Meeting Minutes

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

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

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

* N/A

## Sprint 5 Review Meeting Minutes

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

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

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

* N/A

## Sprint 6 Review Meeting Minutes

Attendees: Armado Carrasquillo, Daniel Perez, Santiago Bolivar

Start time: 9:30 AM

End time: 10:00 AM

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

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

* N/A