**Sprint Retrospective Meeting Minutes: May 28, 2017**

Attendees: Hamilton Chevez, Bernardo Pla, Daniel Khawand, Daniel Rivero, Pachev Joseph

Start time: 19:00

End time: 19:20

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Since this was our first sprint, we took some time to get started with everything. Also, the team is divided between three smaller projects, so it made it more difficult for us to estimate our team’s velocity.
* Did we do a good job estimating the points (time required) for each user story?
  + The web-vr team underestimated the amount time it would take for their user stories due to initial setup and unexpected roadblocks.
  + The Game-dev team did an excellent job at predicting the right amount of points for the user stories
  + The webvr-input team did an average job of estimating the times. The initial research necessary did not take as long than expected. However, learning Rust as a new language proved to be more difficult than expected.
* Did each team member work as scheduled?
  + Yes, each team member worked as scheduled

What went right?

* Setting up individual work environments
* Coming up with a standard procedure for our daily scrums
* Coming with the right user stories for the backlog

How to address the issues in the next sprint?

* How to improve the process?
  + Build on previous experience to accurately predict the amount of time user stories will take
* How to improve the product?
  + We continue to build and test the product.

**Sprint Retrospective Meeting Minutes: June 11, 2017**

Attendees: Hamilton Chevez, Bernardo Pla, Daniel Khawand, Daniel Rivero, Pachev Joseph

Start time: 5:15 PM

End time: 6:25 PM

What went wrong?

* Did we do a good job estimating our team's velocity?
  + WebVR CS Education
  + More time was used than expected. This was an underestimation of the velocity
* WebVR Game Team
  + Overestimated velocity and got ahead of tasks. Needed to add a new user story for this sprint.
* WebVR Input Team
  + Overestimated our velocity. Team got ahead of tasks and moved on to other device implementations.
* Did we do a good job estimating the points (time required) for each user story?
  + We overestimated our points for each of the user stories. Some groups jumped ahead of their work.
* Did each team member work as scheduled?
  + Each team member worked as scheduled

What went right?

* Each of the sub-teams performed successful demos for the product owner.
* Everyone did a good job finishing tasks during this sprint.

How to address the issues in the next sprint?

* How to improve the process?
  + Build on our knowledge from the previous sprint and allocate points for user stories more accurately.
  + Close user stories in a timely manner when they are completed.
* How to improve the product?
  + Conduct surveys in order to gauge user experience in the webvr scenes.
  + Add support for more input devices in rust following the 7-tuple device

**Sprint Retrospective Meeting Minutes: June 23, 2017**

Attendees: Bernardo Pla, Daniel Khawand, Daniel Rivero, Pachev Joseph

Start time: 6:07 PM

End time: 6:46 PM

What went wrong?

* Did we do a good job estimating our team's velocity?
  + Refactoring of mouse
  + More time was used than expected. This was an underestimation of the velocity due to the specifications.
* Getting proof of concept with GUI Demo to work
  + Underestimated velocity and was not originally intended to be done after last Sprint Planning Meeting. There were issues conceptualizing the generic device in Rust.
* ‘Grab-Object User’ Story

Spent too much time on Collision Handling.

* Did we do a good job estimating the points (time required) for each user story?
  + We did a good job estimating the time required for each user story.
* Did each team member work as scheduled?
  + Each team member worked as scheduled.

What went right?

* Each of the sub-teams performed successful demos for the product owner.
* Everyone did a good job finishing tasks during this sprint.
* Good communication.

How to address the issues in the next sprint?

* How to improve the process?
  + Build on our knowledge from the previous sprint and allocate points for user stories more accurately.
  + Close user stories in a timely manner when they are completed.
  + Talk to partners more often and establish clear foundations to build on.
* How to improve the product?
  + Conduct surveys in order to gauge user experience in the webvr scenes.
  + Add support for more input devices in rust following the 7-tuple device

Note:

Hamilton Chevez was unable to attend the Sprint Retrospective Meeting due to a medical condition. Hamilton informed Dr. Ortega of his condition, and he was granted a leave of absence for the meeting.

**Sprint Retrospective Meeting Minutes:July 8, 2017**

Attendees: Bernardo Pla, Daniel Khawand, Daniel Rivero, Pachev Joseph, Hamilton Chevez

Start time: 4:10 PM

End time: 5:00 PM

What went wrong?

* Did we do a good job estimating our team's velocity?
* WebVR CS Education
  + Yes, tasks were completed on schedule.
* WebVR Game Development
  + Yes, tasks were completed on schedule.
* WebVR Input Team
  + Yes, tasks were completed on schedule. New insight was brought to light about how to go about presenting the showcase.
* Did we do a good job estimating the points (time required) for each user story?
* WebVR CS Education
  + Yes
* WebVr Game Development
  + Yes
* WebVR CS Input Team
  + Yes
* Did each team member work as scheduled?
  + Yes, all user stories were completed on shedule.

What went right?

* Estimating the time(points) correctly when creating user stories.
* WebVR CS Education
  + Creating the three.js scenes in VR went smoothly.
* WebVR Input Team
  + Building the web application went smoothly.
* WebVR Game Development
  + Coordinating between graduate student and myself to finish the remaining user stories.

How to address the issues in the next sprint?

* How to improve the process?
  + From this Sprint’s performance evaluation, we can only continue to strive for the same excellence.
* How to improve the product?
  + Work on last minute bugs that appear in our demos.
  + Add more devices for Rust library.

Note: **None**