Attendees: <Emmanuel Henley, Andy Regueira, Stephanie Lunn, Dr. Lisetti>

Start time: <February 10, 2017 11:00 AM>

End time: <February 10, 2017 11:30 AM>

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

* User Story <initialCounselorSelection Mingle #343>
* User Story <inSessionlCounselorSelection Mingle #344>

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

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Attendees: <Emmanuel Henley, Andy Regueira, Stephanie Lunn, Dr. Lisetti>

Start time: <February 24, 2017 11:00 AM>

End time: <February 24, 2017 11:30 AM>

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

* User Story <initialLoadingIcon Mingle #360>
* User Story <settingCounselorNameVariable Mingle #361>
* User Story <EditDcu\_RemaningExercises Mingle #369>
* User Story <EditDCU\_TheGoodThingsRevisite Mingle #370>

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

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Attendees: <Emmanuel Henley, Andy Regueira, Stephanie Lunn, Dr. Lisetti>

Start time: <March 10, 2017 11:00 AM>

End time: <March 10, 2017 11:30 AM>

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

* User Story <EditDCU\_NotSoGoodThings Mingle #386>
* User Story <EditDCU\_RatingProsAndCons Mingle #387>
* User Story <EditDCU\_ImportanceOfYourReasons Mingle #388>
* User Story <EditDCU\_GettingWhatYouWant Mingle #389>

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

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Attendees: <Emmanuel Henley, Andy Regueira, Stephanie Lunn, Dr. Lisetti>

Start time: <March 24, 2017 11:00 AM>

End time: <March 24, 2017 11:30 AM>

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

* User Story <EditDCU\_GamePlan #411>
* User Story <EditDCU\_AlternativesGetYouWhereYouWantToGo Mingle #412>

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

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Attendees: <Emmanuel Henley, Andy Regueira, Stephanie Lunn, Dr. Lisetti>

Start time: <April 7, 2017 11:00 AM>

End time: <April 7, 2017 11:30 AM>

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

* User Story <EditDCU\_ModifyGamePlan #418>
* User Story <EditDCU\_GamePlanOverview #419>
* User Story <EditDCU\_GamePlanPopup #424>
* User Story <EditDCU\_AddDirectionalArrows #425>
* User Story <EditDCU\_Resources Mingle #436>

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