AIM GAMES
PREPARE LAUNCH DAY PLANNING

SUMMONS

Name	Roll
De la Fuente Bonilla, Fco. Javier	**CEO, Project manager**
Molina Domínguez, Jorge Manuel	**CCO, CIO**
Bizcocho González, Mario	**CMO, Product Owner**
Arenas Arenas, Antonio Monteseirín Puig, Alejandro Pazo Jiménez, Pablo Pérez Piñero, Iván Santos Batista, Miguel	**Developers**

ATTENDEE

De la Fuente Bonilla, Fco. Javier

Pérez Piñero, Iván

Arenas Arenas, Antonio Manuel

Molina Domínguez, Jorge

Monteseirín Puig, Alejandro

Bizcocho González, Mario

Santos Batista, Miguel

Pazo Jiménez, Pablo

ABSENT

No Proceed

DATE AND PLACE

Being on Saturday May 13, 2019, and verified the attendance of all the summoned, began at 11:00 hrs. To the Prepare Launch Day iteration planning for the AIM GAMES project, which ended at 18:00 hrs.

AGENDA

1º Planning of the Prepare Launch Day Iteration

DEVELOPMENT OF THE MEETING AND AGREEMENTS

1. Planning of the Prepare Launch Day Iteration

At the start, every member proposed his ideas about things that we could enhance of fix, after studying all the propositions, we discussed and voted them and created the Prepare Launch Day backlog that we can found in our Trello.

We decided to have the review at the next Friday 17, May

SIGNED IN CONFORMITY

X _____

Fco. Javier de la Fuente Bonilla
CEO, Project Manager

X _____

Jorge Mª Molina Domínguez
CCO, CIO

X _____

Mario Bizcocho González
CMO, Product Owner