**Sprint Planning Meeting Minutes:**

Attendees: Andres Chalela, Paola Jiron

Date: 01/15/17

Start time: 3:00PM

End time: 6:00PM

After discussion, the velocity of the team were estimated to be:

20 hrs per week for senior project students, and 10 hrs per week for VIP students.

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

* User Story: *User stories yet to be determined. Product owner wanted us to get familiar with the software and read tutorials.*

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

* Andres Chalela
* User Story: None for this week. Focused on topic ideas for project and setting up needed software/hardware.
* Paola Jiron
* User Story: *Negligible this week. Focused on reading on Unity, Scrum, Agile, Hololens implementations, and Mingle. Also watch last semester's senior project videos.*

**Sprint Planning Meeting Minutes:**

Attendees: Andres Chalela, Paola Jiron

Date: 02/05/17

Start time: 5:00PM

End time: 7:00PM

After discussion, the velocity of the team were estimated to be:

20 hrs per week for senior project students, and 10 hrs per week for VIP students.

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

* User Story: *No particular order.*

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

* Andres Chalela:

*#1149 Implementation & Manipulation of 3D/Virtual Objects*

As a developer, I need to know how to implement and work with 3D objects in Unity/Visual Studio, so that I can utilize AR capabilities and have a solid foundation of how to work with virtual objects

* Paola Jiron:

*#1152 Hololens User Interface/Creating Objects*

As a user I want to manipulate objects in 3D space using object oriented programming so that I get exposure to an interactive and virtual representation of programming concepts.

**Sprint Planning Meeting Minutes:**

Attendees: Andres Chalela, Paola Jiron

Date: 02/25/17

Start time: 5:00PM

End time: 7:00PM

After discussion, the velocity of the team were estimated to be:

20 hrs per week for senior project students, and 10 hrs per week for VIP students.

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

* User Story: *No particular order.*

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

* Andres Chalela:

*#1190 Implementation Gaze Scripts on Unity*

As a developer, I have to be able to implement HoloLens Gaze scripts on Unity, so that Gaze input capabilities are functional within created Unity HoloLens apps.

* Paola Jiron:

*#1205 Gaze, Gesture, & Voice Recognition*

As a user I would like to control objects with my gaze, hand gestures, or voice so that it gives me flexibility over the use of the HoloLens device in case I am either visually impaired, mute, or both (i.e. aiming for people with Disabilities)

**Sprint Planning Meeting Minutes:**

Attendees: Andres Chalela, Paola Jiron

Date: 03/10/17

Start time: 5:00PM

End time: 7:00PM

After discussion, the velocity of the team were estimated to be:

20 hrs per week for senior project students, and 10 hrs per week for VIP students.

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

* User Story: *No particular order.*

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

* Andres Chalela:

[*#1238*](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/1238) *(HoloLens) Visualization of Variables w/in HoloLens App*

As a user, I need to be able to manipulate a variable attribute of an object, so that I can visualize and understand the purpose and functionality of variables within Object Oriented Programming.

*#1190 Implementation VoiceScripts on Unity*

As a developer, I need to know how to implement voice scripts on Unity, so that voice commands are available within created Unity HoloLens project..

* Paola Jiron:

*#1154 Object Variables*

As a user I want to be able to use gestures and gaze on visual representations of variables so that I know where my gaze is to actively interact 3D environment.

*#1239 Scenes*

As a user, I would like to move through scenes as I progress through the 3D application so that I can focus on one scene at a time.

**Sprint Planning Meeting Minutes:**

Attendees: Andres Chalela, Paola Jiron

Date: 03/24/17

Start time: 5:00PM

End time: 7:00PM

After discussion, the velocity of the team were estimated to be:

20 hrs per week for senior project students, and 10 hrs per week for VIP students.

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

* User Story: *No particular order.*

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

* Andres Chalela:

*#1189 (HoloLens) AR/VR - Research*

As a researcher, I have to search for potential themes/ideas on AR & Education, so that I can finalize a topic and begin work on research paper.

*#1304 (HoloLens) Visualization of Object Accessor/Mutator Methods*

*As a user, I have to be able to be able to manipulate a holographic object’s color variable attribute, so that I can have a visualization of what object accessor/mutator methods are and how they function.*

* Paola Jiron:

*#1153 Methods*

As a user I would like to see a visualization of methods and functions so that I can better understand the characteristics of methods.

*#1155 Data Structures*

As a user I want to view visual representations of data structure concepts so that I can better understand data structure concepts.

*#1281 Scene Transition*

As a user I would like to be able to move through scenes after making my selection so that I am progressing through the application.

**Sprint Planning Meeting Minutes:**

Attendees: Andres Chalela, Paola Jiron

Date: 04/07/17

Start time: 5:00PM

End time: 7:00PM

After discussion, the velocity of the team were estimated to be:

20 hrs per week for senior project students, and 10 hrs per week for VIP students.

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

* User Story: *No particular order.*

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

* Andres Chalela:

[*#1*](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/1238)*307 AR/VR Research Paper Introduction*

As a researcher, I have to use the selected research source material to develop and finalize an introduction, so that I have a clear direction in which I plan to structure the ideas for my semester paper

*#1308 Finalization of AR/VR Research Paper*

As a researcher, I have to compete and finalize remaining sections of research paper, so that the final draft can be formatted properly and proof-read before the final submission deadline.

* Paola Jiron:

*#1156 Tutorial*

As a user I would like to view a tutorial about the game so that I can see the relation between the game and actual programming concepts.

*#1157 Feedback and Progress*

As a user I want to receive feedback so that I can track my progress in the OOP Concept AR application.

**Sprint Planning Meeting Minutes:**

Attendees: Andres Chalela, Paola Jiron

Date: 04/28/17

Start time: 5:00PM

End time: 7:00PM

After discussion, the velocity of the team were estimated to be:

20 hrs per week for senior project students, and 10 hrs per week for VIP students.

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

* User Story: *No User Stories for this spring. We met up to finalize document material and demos. All projects in TAM must now be in the compiling of code and documentation to be ready for submission.*