**Sprint 1 & 2 Review Meeting Minutes**

Attendees: Andres Chalela, Paola Jiron, Francisco Ortega

Start time: 5:00PM

End time: 6:00PM

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

* User Story :**#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

* User Story :**#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.

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.

* User Story : N/A
* How this should be reflected on the user story definition in Mingle:
  + N/A

**Sprint 3 Review Meeting Minutes**

Attendees: Andres Chalela, Paola Jiron, Francisco Ortega

Start time: 5:00PM

End time: 6:00PM

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

* User Story :[**#1205**](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/1205) **Gaze, Gesture, and 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)

* User Story :[**#1190**](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/1190) **(HoloLens) Implement 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.

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.

* User Story : N/A
* How this should be reflected on the user story definition in Mingle:
  + N/A

**Sprint 4 Review Meeting Minutes**

Attendees: Andres Chalela, Paola Jiron, Francisco Ortega

Start time: 5:00PM

End time: 6:00PM

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

* User Story :[**#1**](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/1205)**154 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.

* User Story :[**#1238**](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/1238) **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.

* User Story :[**#1**](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/1190)**239 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.

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.

* User Story : N/A
* How this should be reflected on the user story definition in Mingle:
  + N/A

**Sprint 5 Review Meeting Minutes**

Attendees: Andres Chalela, Paola Jiron, Francisco Ortega

Start time: 5:00PM

End time: 6:00PM

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

* User Story : **#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.

* User Story : **#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.

* User Story : **#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.

* User Story : **#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.

* User Story : [**#1189**](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/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.

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.

* User Story : N/A
* How this should be reflected on the user story definition in Mingle:
  + N/A

**Sprint 6 Review Meeting Minutes**

Attendees: Andres Chalela, Paola Jiron, Francisco Ortega

Start time: 5:00PM

End time: 6:00PM

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

* User Story : **#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.

* User Story : **#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.

* User Story : [**#1**](https://fiu-scis-seniorproject.mingle.thoughtworks.com/projects/mult_touch_midair_and_motion_f/cards/1189)**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.

* User Story : **#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.

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.

* User Story : N/A
* How this should be reflected on the user story definition in Mingle:
  + N/A

**Sprint 7 Review Meeting Minutes**

Attendees: Andres Chalela, Paola Jiron, Francisco Ortega

Start time: 5:00PM

End time: 6:00PM

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

*For this sprint, it was determined that all user stories were to be completed if possible and all TAM projects compiled into one zipped file and submitted to the Git repository. All teams in TAM should record videos necessary to maintain, instal, and run in any actor/user implemented to the projects.*

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.

* User Story : N/A
* How this should be reflected on the user story definition in Mingle:
  + N/A