

Sprint Review:

Attendees: <Joshua Rodrigues, Bryan Diaz, Marcus Ragoobar, Hossam Keddees

Start time: <8:15 pm>

End time: <8:45 pm>

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

- Combine the completed dialogue system and tie it to the overworld system <1>
 - Estimation: 15 hrs
- Finish making the player data file to store the results the user got<3>
 - Estimation: 15 hrs
- Communicate with Project owner for project feedback <5>
 - Estimation: 2 hrs

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

- Finish NPC and layout sprites for the game<2>
 - Estimation: 15 hrs
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- Polish the Notebook UI for gathering insights <4>
 - Estimation: 15 hrs
- Keep creating basic game systems for all of us to work on our individual parts <6>
 - Estimation: 10 hrs