

Sprint Review:

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

Start time: <10:30 pm>

End time: <11:00 pm>

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

- Gameplay polish and bugfixing <1>
 - Estimation: 15 hrs
- Combine different aspects of my team mates work<2>
 - Estimation: 15 hrs
- Polish the player data file to store the results the user got and displaying it to the user<3>
 - Estimation: 15 hrs
- Polish the Notebook UI for gathering insights <4>
 - Estimation: 15 hrs
- Communicate with Project owner for project feedback <5>
 - Estimation: 2 hrs
- Polish aspects of the game <6>
 - Estimation: 10 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.