

Sprint Review:

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

Start time: <7:30 pm>

End time: <8:00 pm>

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

- Create GitHub repository <1>
 - Estimation: 2 hrs
- All group members allowed access to the repository <2>
 - Estimation: 2 hrs
- Talk with Project creator to gather ideas and thoughts related to the game <3>
 - Estimation: 2 hrs
- Create a design doc to have a basic development plan <4>
 - Estimation: 15 hrs
- Brainstorm ideas for the game <5>
 - Estimation: 21 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.

- Start creating basic layout of the game, 2D environment, player movement etc <6>
 - Estimation: 30 hrs