

Sprint Review Meeting Minutes #5:

Attendees: <Danny Pascual, Samuel Perez, Norberto Merani>

Start time: <7:00 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: All.

- User Story #1: Play two sounds (a, u, ee, s, sh, m) and ask if they are the same or different. 10 times
- User Story #2: 1 v 3 /a/ vs /a a a/ there are no other sounds
- User Story #3: How many sounds. Plays the /a/ sound: 1 v 2 v 3
- User Story #5: Create a matching game where sound plays when a tile is clicked
- User Story #6: Come up with more ideas for games within the app

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.

- User Story #4: Create a Social media or community feed