

Sprint Review Meeting Minutes

Attendees: James Davidovich, Giancarlo Perez, Moiz Khatri, Ricardo Estrella, Max Garcia Del Pozo

Start time: 10:30 PM

End time: 10:45 PM

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

- No user stories were fully implemented by the time of the meeting with the Product Owner.

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 2, Formula Creation
 - As a developer, I want to create a formula that helps objectively judge users' performance.
 - Formulas have been created but more formula ideas are requested by the product owner.
- User story 5, Theme Implementation
 - As a developer, I want to implement different UI themes so that users can select which UI appearance best interests them.
 - Since the team is still researching different palettes for the UX this has not been implemented yet.
- User Story 6 Customize Force Setting application
 - As a user I want to be able to change the bench mark for the force that will be accepted by the application as a "good" punch.
- User Story 7, Customize Speed Setting Application
 - As a user I want to be able to change the bench mark for the speed between punches that will be accepted by the application as "quick" enough.
- User Story 8, Customize Time Setting Application
 - As a user I want to be able to change the amount of time I am given to throw my punches before the session ends.
- User story 9. Start, Stop, Reset Functionality
 - As a user I want to be able to start, stop, and reset my current session by hitting the bag in a specific way to without having to use a keyboard/button.
- User Story 10, Benchmark Creation
 - As a user I want to be able to set personal goals when using each individual application.
- User Story 11, Language Conversion
 - As a developer, I want to convert the language of the project from C# to Java to increase portability and ease of code modification/implementation.