

Sprint Review Meeting Minutes

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

Start time: 10:15 PM

End time: 10:30 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 accepted by the product owner as none were done.

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 accpeted 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.

