

Sprint Retrospective Meeting Minutes

Project: Audio Aura

Attendees: Lauren Stone (#6235603), Daniel Gonzalez (#6285324), Juan de Dios Nunez (#6497675), Nicholas Brotherhood (#6352749), Daniel Bencomo (#6286672)

Start time: 9:30 PM

End time: 10:30 PM

What went wrong?

- Did we do a good job estimating our team's velocity?
 - Not really. We were too optimistic with our velocity estimate because we didn't fully account for Spotify API restrictions, learning curves, and setup time.
 - We underestimated how much time small tasks take (repo setup, debugging, auth setup, environments, dependencies).
- Did we do a good job estimating the points (time required) for each user story?
 - Some of the stories were underestimated, especially backend/API related work and integration tasks.
- Did each team member work as scheduled?
 - Yes, each team member worked as scheduled. Progress varied depending on role complexity.

What went right?

- Repo was successfully set up and organized into frontend/backend folders.
- Frontend scaffold was created successfully (React + Vite), and the project runs locally.
- Roles were clearly assigned early which helped prevent confusion.
- Team stayed consistent with meeting times and communication.
- We figured out how to set up Spotify API.

How to address the issues in the next sprint?

- How to improve the process?
 - Break down big user stories into smaller tasks before assigning points.
 - Create a clear sprint board (To Do / In Progress / Done) and assign owners for each task
- How to improve the product?
 - Decide the aura system + scoring logic early (ex: valence, danceability, energy).
 - Implement Spotify login + basic user flow first, then add advanced analytics second.
 - Create mock API responses so frontend can build while backend finalizes the real endpoints.