

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: 8:00 PM

End time: 9:00 PM

What went wrong?

- Did we do a good job estimating our team's velocity?
 - We did a good job estimating our team's velocity this sprint, especially after learning from our previous sprint. After considering possible Spotify API restrictions, we made sure to devote appropriate time to ensure that the Spotify API would be fully functional for our backend. After confirming the functionality of the Spotify API, we were able to estimate the appropriate velocity for our tasks.
- Did we do a good job estimating the points (time required) for each user story?
 - Yes, we made sure that user stories were broken down into smaller tasks that were manageable, instead of defining user stories with broad definitions.
- Did each team member work as scheduled?
 - Yes, each team member worked as scheduled. Progress varied depending on role complexity.

What went right?

- Team stayed consistent with meeting times and communication.
- Sub-teams (Frontend and backend) met when needed to have technical discussions on their respective sub-teams.
- Spotify API functionality was determined, and the base structure of our backend was no longer blocked by the possible Spotify API restrictions.

How to address the issues in the next sprint?

- How to improve the process?
 - Begin using a sprint board (To Do / In Progress / Done) and assign owners for each task to track progress
- How to improve the product?
 - Implement Spotify login + basic user flow first, then add enhancements in the future when our team has bandwidth.