

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: 5:00 PM

End time: 6:00 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. Careful research into the Spotify API's restrictions and capabilities allowed our team to implement their user stories without too much issue. We also made use of the Rapid Track Analysis API to cover the gaps that Spotify left.
- Did we do a good job estimating the points (time required) for each user story?
 - Yes, we broke down the user stories into important, but manageable tasks with clear goals and definitions.
- Did each team member work as scheduled?
 - Yes, each team member worked as scheduled with success and progress varying depending on the complexity of the role and user story.

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 inclusion of the Rapid Track Analysis API made up for what we were missing.

How to address the issues in the next sprint?

- How to improve the process?
 - Using a sprint board (To Do / In Progress / Done) and assign owners for each task to track progress.
 - More regular check-ins but not necessarily whole meetings just to see if any help is needed with any user stories without having to ask for it.
- How to improve the product?
 - Implement Spotify login + basic user flow first, expand breadth and availability of results for users, break it down into intuitive sections that are easy to understand at a glance.