

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: 9:00 PM

End time: 10:00 PM

What went wrong?

- Did we do a good job estimating our team's velocity?
 - Yes, we did a good job estimating our team's velocity this sprint. Communication between the team made it easy to determine what was necessary to integrate backend functionalities with the UI.
- 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.

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.