

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: 10:00 PM

End time: 11:00 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 in this sprint. The team was able to complete the planned user stories, and communication between members remained consistent and on time.
- Did we do a good job estimating the points (time required) for each user story?
 - Yes, we broke down the user's stories into 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.
- Team synced and worked together when needed to finalize main features for the presentation.
- The overall user experience has improved significantly through continuous enhancements.

How to address the issues in the next sprint?

- How to improve the process?
 - No major issues were encountered as the development has been completed and we presented in the showcase without any issues. Our focus now is on submitting the final deliverable.
- How to improve the product?
 - Have people test out the general user flow to get feedback on what can be improved for better user experience and expand the product beyond just spotify in the future.