

Sprint Retrospective Meeting Minutes

Attendees: Ana Morales, Sabrina Alvarado, Keren Rivera, Jonathan Martinez, Peace Passos

Start time: 7:30 pm

End time: 8:00 pm

What went wrong?

- Did we do a good job estimating our team's velocity?
 - We initially didn't estimate velocity during Sprint Planning because we had not yet met with the product owner and didn't have finalized user stories. As a result, we didn't have a clear baseline for how much work could realistically be accomplished in a sprint.
- Did we do a good job estimating the points (time required) for each user story?
 - Since user stories were not finalized until later in the sprint, we did not assign story points. This meant we didn't have time-based estimates to guide how much we could commit to. However, we did our best with the time we were required to do and managed to complete as many tasks as possible.
- Did each team member work as scheduled?
 - Yes, all members contributed through research, setup, and discussions. Some planned development tasks were delayed since the group was prioritizing project alignment and equipment readiness.

What went right?

- As a team, we picked our project scenario, which provides a strong direction moving forward.
- We secured and started setting up the necessary VR/AR equipment.
- The team is gaining familiarity with Unity, AR development, and GenAI APIs through initial research.

How to address the issues in the next sprint?

- How to improve the process?
 - Improve estimation by comparing planned work vs. Completed work each sprint.
 - Document blockers/setbacks more clearly during daily scrums so they can be addressed quickly.
- How to improve the product?
 - Prioritize implementing core functionality first (speech to text + simple AR overlays) to ensure we have a working pipeline early.
 - Add placeholder content for cultural facts/images to test AR displays while the AI backend is being developed.
 - Collect early feedback from peers on usability to guide design improvements.