

Sprint Retrospective Meeting Minutes

Attendees: Luis Delgado (Developer), Andres Hernandez Raggioli (Scrum Master), Ana Oliveira (Product Owner), Gaeldesh Demosthene (Developer)

Start time: 6:30 PM

End time: 7:00 PM

What went wrong?

A few small UI alignment issues appeared late in testing, and import/export edge cases required extra debugging.

- Did we do a good job estimating our team's velocity?
Overall, yes. We did a better job estimating our team's velocity and completed almost all user stories in this sprint. Development pace was consistent, and blockers were minimal.
- Did we do a good job estimating the points (time required) for each user story?
Yes. We adjusted task completion expectations according to the estimated time each member takes.
- Did each team member work as scheduled?

Yes. Each member worked as scheduled and contributed to completing their assigned user stories.

What went right?

We successfully completed all core user stories (1–5), achieving full functionality for flashcard creation, study mode, progress tracking, and deck sharing. The team maintained strong communication, quickly resolved minor issues, and integrated testing into the workflow.

How to address the issues in the next sprint?

- How to improve the process?
 - Allocate more time for debugging and final UI adjustments before integration.
Improve early alignment on backend response formats to prevent small validation issues later in development.
- How to improve the product?
 - Adopt shorter testing cycles during development to catch bugs earlier. Continue documenting small changes and commits to maintain team coordination.