

Sprint Retrospective Meeting Minutes

Project: Vocabulary in Reading Study (VIRS)

Date: July 27, 2025

Time: 1:00 PM – 3:00 PM

Attendees

- **George Spanioli – Frontend Developer**
- **Issik Drew – Backend Developer**
- **Joshua Lopez – AWS Infrastructure**
- **Ivan Marquez Jr – Testing / Manual QA**
- **Justin Robertson – Full Stack Developer**

What Went Wrong?

- **Did we do a good job estimating our team's velocity?**

Velocity was closer to actual this sprint, but we still underestimated the effort needed for frontend adjustments after backend schema changes.

- **Did we do a good job estimating the points (time required) for each user story?**

Most user stories were estimated well, but the leaderboard feature required rework due to late-stage logic changes, causing a small delay.

- **Did each team member work as scheduled?**

Yes, but some overlap in assignments (e.g., both frontend and backend modifying leaderboard behavior) led to minor conflicts in implementation timing.

What Went Right?

- **The real-time leaderboard is now functional and visually clean.**
- **Gamification visuals (XP progress bar, badge pop-ups) received positive internal feedback.**

- **Speech recognition integration is now stable across most devices.**
- **Ivan's proactive QA cycle caught a session expiration bug that was fixed before deployment.**
- **George's UI polish significantly improved user flow on mobile devices.**

How to Address the Issues in the Next Sprint?

- **How to improve the process?**

Begin sprint planning with a shared frontend/backend sync session to clarify API behavior and reduce overlapping assumptions.

- **How to improve the product?**

Conduct targeted A/B testing on badge feedback frequency and XP milestones to better balance user reward timing. Also, consider adding loading indicators for data-heavy dashboard elements.