

Sprint Retrospective Notes

Sprint: Sprint 1

Date: July 5, 2025

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Executive Summary

The team successfully completed all planned user stories for Sprint 1 and demonstrated excellent test coverage and traceability. However, a key challenge was identified: a high-priority bug (BUG-2) remains open, which conflicts with the "Done" status of a user story. This highlights a need to refine the team's "Definition of Done" and bug management process.

The Wins

- 100% Story Completion: All four user stories planned for Sprint 1 were marked as "Done" by the end of the sprint.
- Excellent Test Coverage: The team executed all 27 planned test cases, achieving full coverage for the sprint's features.
- High Initial Quality: With 25 out of 27 test cases passing, the initial quality of the developed features was high, at a 92.59% pass rate.
- Thorough Documentation: A traceability matrix was successfully used to map all user stories to their corresponding test cases, ensuring requirements were not missed.
- Clear Ownership: Every user story was assigned to a specific team member, leading to clear accountability.

The Challenges

- Inconsistent "Definition of Done": User story SCRUM-3 ("Book a flight ticket") was marked "Done", but a related high-priority bug (BUG-2, "On clicking the 'Book' button, the page doesn't get redirected") remains "Open". A feature with an open, high-priority defect should not be considered complete.
- Bug Management Process: Bugs were assigned to QA team members for resolution. The standard process should involve assigning bugs to developers for fixing.
- Unrealistic Estimation: The time estimates for user stories (e.g., 0.05 hours) were not realistic. This provides little value for future planning and velocity tracking.