| Project Name: | DevHub – A Next-Generation Learning Platform |
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| Sprint #: | 5 – Interactive Learning & Real-Time Features |

Sprint Review Template

| INSTRUCTIONS:  Follow the meeting schedule below to maximize time with your team and sponsor. The objective of the sprint review meeting is to receive practical feedback on what has been delivered and determine if the objectives have been achieved. |
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| Time | Duration | Activity | Description | Presenter |
| --- | --- | --- | --- | --- |
| 9:00 | 5 min | Introduction | · **Product Name:** DevHub – A platform designed to improve programming education through interactivity and engagement. · **Product Roadmap Intro:** Sprint 5 aimed to increase interactivity and hands-on practice via quizzes, real-time code examples, and personalized dashboards. | Product Owner |
| 9:05 | 5 min | Sprint Goals | · **Sprint Goals:**  Develop a dynamic quiz/challenge system.  Display personalized user progress on the dashboard.  Add interactive code snippets for practice exercises.  · **Impact on Release Plans:**  Transformed the platform from static to interactive learning.  Enabled measurement of learning effectiveness through performance metrics.  · **Top 3 Requirements:**  Quiz builder with various question types.  Real-time dashboard to track quiz completion and scores.  Executable code snippets with responsive frontend rendering. | Product Owner |
| 9:10 | 5 min | Status Overview | · **Big Fixes:**  Real-time update lags fixed using debounced state updates.  Refactored quiz logic into modular React components for reusability.  · **Pivots/Changes:**  Switched from manual progress scoring to backend-calculated scores.  Deferred UI animations for real-time feedback to Sprint 6 (to maintain performance). | Scrum Master |
| 9:30 | 20 min | Live Demo | · **Demoed Features:**  Quiz system with timed and multiple-choice questions.  Dashboard showing per-topic progress and completion status.  Code snippets auto-validated against test cases.  · **Value Produced:**  Active learning experience.  Real-time feedback loop for learners.  Increased engagement and measurable learning outcomes. | Team |
| 9:35 | 5 min | Metrics | · **Burndown Chart:** Smooth, daily progress with all features delivered by Day 5.  · **Velocity:** 28 hours planned → 28 completed.  · **Other Metrics:**  Quiz load success rate: 100%  Dashboard sync latency: < 300ms  Code snippet execution error rate: < 2% | Team |
| 9:40 | 5 min | Blockers | · **Main Blockers:**  Quiz schema redesign needed due to unexpected nesting logic.  One real-time rendering bug caused delays on low-end devices. | Scrum Master |
| 10:00 | 15 min | Q&A/Feedback | · **Feedback Highlights:**  Strong support for interactivity direction.  Recommendation: Add analytics for quiz performance per user.  Stakeholder asked for inclusion of hint/explanation in future quiz attempts. | Stakeholders |