**Sprint Retrospective Script – Fin Lit Project *(7–8 minutes)***

**Jay (Scrum Master – Opening, ~1 min)**

\*"Hi everyone, thanks for joining our Sprint Retrospective for the Fin Lit mobile application.

The goal of this meeting is simple — to look back at the sprint we just finished and talk about three things:

1. What went well.
2. What could have gone better.
3. What we’ll change or improve in the next sprint.

This is not about pointing fingers — it’s about learning together so our future sprints go even smoother.

Let’s start with the positives. Ronish, would you like to kick us off with what you think went well?"\*

**Ronish (Developer – What Went Well, ~2 min)**

\*"Sure, Jay. For me, one of the biggest wins this sprint was how clear our tasks were from day one. The user stories were well-written and easy to follow, so I didn’t waste time trying to figure out requirements.

I also think our team communication was strong. Whenever I had a question or needed clarification, someone replied quickly — either in chat or during our stand-up. That helped keep the momentum going.

From the technical side, connecting the Monthly Budget Creation with Daily Expense Tracking worked better than I expected. The logic we planned in our sprint planning meeting really helped avoid rework.

Lastly, I feel our code reviews went well — we spotted a couple of small issues before merging, which saved us from bigger problems later."\*

**Jay (Scrum Master – small acknowledgment)**  
*"Good points, Ronish. Having that early clarity really makes a difference. Nirajan, how about you?"*

**Nirajan (Product Owner – Additional Positives, ~1.5–2 min)**

\*"From my perspective, one of the best things about this sprint was that we stayed aligned with the product vision. All the features we completed — budgeting, expense tracking, and goal setting — are things that give immediate value to users.

I’m also happy with how the UI turned out. Even though it’s early, the layout is clean and intuitive. We kept things simple, which will help new users feel comfortable.

Another positive is how quickly the development team adapted when we had to make a small change to the budget categories mid-sprint. That flexibility is important in Agile — and the change was implemented without delaying other work.

And finally, our internal testing before the review was helpful. We found some minor usability improvements, like renaming certain labels to make them clearer, and got them fixed right away."\*

**Jay (Scrum Master – transition)**  
*"Great to hear that. Now, let’s talk about what could have been better. Subin, do you want to start?"*

**Subin (Stakeholder – What Could Be Improved, ~2 min)**

\*"Sure. One thing I noticed is that during the middle of the sprint, there were times when I wasn’t fully sure how things were progressing. I only got the full picture during the sprint review. It would be great to have a quick mid-sprint update so I can give feedback earlier if needed.

Also, I think we can get user feedback earlier — maybe from a small test group — before the sprint ends. That way, if something doesn’t quite work the way they expect, we can adjust it right away instead of waiting for the next sprint.

From a feature point of view, I’d also like us to think ahead about how these features will connect with the upcoming ones. For example, how will budget tracking interact with the bill payment alerts we’re planning next sprint?"\*

**Jay (Scrum Master – acknowledgment)**  
*"Good points, Subin. Early feedback is something we can definitely plan for. Ronish, do you have anything to add?"*

**Ronish (Developer – Additional Improvements, ~1 min)**

\*"Yes — I think our task estimates could be more accurate. A couple of stories ended up taking longer than we expected, which created some last-minute pressure. If we refine our estimation process — maybe by comparing with similar past tasks — we can plan sprints more realistically.

Also, while our communication was good overall, we could use shorter, more frequent check-ins when there’s a blocker. That would keep small issues from slowing us down."\*

**Jay (Scrum Master – acknowledgment)**  
*"Makes sense. Nirajan, anything from your side?"*

**Nirajan (Product Owner – Additional Improvements, ~1 min)**

\*"I’d suggest adding a shared ‘Definition of Done’ checklist for each story. That way, before we mark something complete, everyone can confirm it meets the acceptance criteria, has been tested, and is ready for release.

It will help us be consistent and reduce the risk of something being called ‘done’ but actually needing rework later."\*

**Jay (Scrum Master – Closing, ~1 min)**

\*"Alright, to wrap things up, here are the main action items we’ve agreed on for the next sprint:

1. Send quick mid-sprint progress updates to stakeholders.
2. Get early user or test group feedback before the sprint ends.
3. Improve our task estimation process.
4. Use a shared ‘Definition of Done’ checklist for every user story.
5. Keep an eye on how current features will integrate with upcoming ones.

Overall, this was a productive sprint. We delivered the planned features, learned what we can improve, and we’ve got a clear plan for the next sprint.

Thanks, everyone, for your hard work and openness in this discussion. Let’s carry this momentum forward."\*