Retro_Notes

Sprint 1 Retrospective

What went well:

- The team successfully delivered a working prototype with simulated AI responses.
- The front-end was kept simple and clear, allowing fast development.
- We managed to stay mostly on schedule despite being new to the tools.

What didn't go well:

- There was some confusion in ClickUp regarding task ownership and subtasks.
- Not all tasks were properly broken down, which caused delays.
- We had minor CSS display issues on mobile screens that were fixed late.

Lessons Learned / Action Items:

- Improve task breakdown and estimation in Sprint 2.
- Assign clearer responsibilities from the start of the sprint.
- Start working on deployment earlier in the sprint timeline.