Sprint 1 Retrospective
The Waitlisters

Sprint: Sprint #1
Duration: Jan 12 – Jan 25
Release: Release 1
Development Stack: Flutter (Frontend), Go (Backend), MongoDB (Database)

This sprint focused on setting up our GitHub repository and not on implementing any specific user stories. Our tasks included setting up the YAML scripts for our Github workflows, creating our backlog with all Epics and related user stories, defining personas to help guide our implementation, creating a component diagram and domain model, exploring which frameworks we might use, deciding which user stories could be completed for Sprint 2 and organizing our Wiki with all of this information.

These user stories were selected for Sprint 2 based on their feasibility, dependency independence, and alignment with early prototype goals.

Story ID	**USP**	**Status**
US-1.1	5	Scheduled for Sprint 2
US-1.2	2	Scheduled for Sprint 2
US-1.3	1	Scheduled for Sprint 2
US-1.4	2	Scheduled for Sprint 2
US-1.5	2	Scheduled for Sprint 2

Table 1: User Stories planned for Sprint 2

Things We Did Well:

Our team was able to quickly and efficiently decide task ownership for this sprint, and each task was executed effectively by its assigned members. There were no blocking dependencies between tasks, meaning team members did not have to wait for others to finish before starting their own work. Workload distribution was balanced, and there were no major disagreements, largely due to clear separation of responsibilities.

Although overlapping availability among team members was limited, we compensated by holding more frequent shorter meetings and allowing decisions to be made asynchronously when necessary. This helped maintain progress despite scheduling constraints.

What Didn’t Go Well

Planning-related tasks, such as defining user stories, personas, and architecture diagrams, took more time than initially expected. Additionally, not all team members were equally comfortable with GitHub Projects, Issues, and labeling conventions, which led to minor delays and some confusion during backlog organization. Finally, the initially selected framework had to be reconsidered due to its complexity and limited team familiarity, resulting in small but manageable delays early in the sprint.

Lessons Learned and Things We Can Improve on:

We learned that proper planning and communication are essential, especially given the size of our team and the limited overlap in availability. Since it is often difficult for all members to meet at the same time, some decisions must be made by a majority and then accepted and respected by the rest of the team, unless clear and valid reasons are presented to revise them.

We also learned that trust and consistency are critical for maintaining progress. We had to trust each other to deliver and work seriously and make important decisions without the input of all members, to make sure that we are able to meet our deadlines even if we cannot all meet or work together. We also had to compensate for the fact that many of our members could not meet at the same time by having more frequent meetings and letting each other know all decisions through meeting minutes sent in our common chat.

These lessons directly informed our Sprint 2 planning, particularly the decision to assign explicit owners to each user story and formalize communication through meeting minutes and GitHub documentation.

Action Items for Sprint 2 (Measurable Improvements)

Action Item	Owner	Success Metric
Assigning the collaborators to all the Sprint 2 user stories	Scrum Master	Each of the user story has a assigned owner
Schedule mid-sprint PO feedback meeting	Product Owner Liaison	Feedback received before sprint end
Create coding & PR guidelines	Team	All PRs follows a template
Begin CI test execution (Flutter + Go)	DevOps	CI runs on every PR

The table below summarizes the overall backlog status following Sprint 1 planning and refinement. Detailed user story IDs and descriptions are maintained in the GitHub Project backlog.

Epic	USP	USP Range	Status
Epic 2	6	2–5	Unscheduled (Backlog)
Epic 3	4	—	Removed
Epic 4	3	1–5	Unscheduled (Backlog)
Epic 5	6	3–8	Unscheduled (Backlog)
Epic 6	2	2	Unscheduled (Backlog)

Table 2: Backlog Status Overview

Overall Sprint Assessment

Sprint 1 was successful in meeting its objectives and aligning the team around a shared technical vision, a complete and well-structured backlog, and a strong documentation foundation. While execution speed can be improved in future sprints, this sprint established a solid base for Sprint 2 feature development, helping to reduce potential risks and rework.