Sprint 2 – Week 2 (12.12.2025 – 18.12.2025)

Sprint Review and Retrospective

0. Sprint Overview

Product Owner: Student2 – Nikola Stevanović SV71/2023

Scrum Master: Student3 – Dejan Ostojić SV3/2023

Development Team: Student1 – Dražen Božić SV56/2023, Student2, Student3

1. Sprint Review

1.1 Sprint Goal

Design the initial UI/UX for the core web screens in Figma, set up the basic Angular project structure.

1.2 Completed Product Backlog Items

- Created a shared Figma file and designed mockups for at least 50% of each student's assigned functionalities.
- Defined a basic design system in Figma (colors, typography, basic components).
- Initialized the Angular project with routing and created the main layout and navigation bar.
- Implemented basic routes for key pages such as login, registration, profile and driver history.
- Discussed and agreed on global styles to keep web and mobile visually consistent.
- Updated the Trello board to split the initial epics into smaller, better defined user stories for KT1.

1.3 Partially Completed / Not Completed Items

- Some less critical screens in Figma are still in low-fidelity form and will need visual refinement in future sprints.

2. Sprint Retrospective

2.1 What Went Well

- The team collaborated effectively in Figma, resulting in a consistent look and feel for key screens.

- The Angular project structure was successfully set up with clear module separation and routing.

2.2 What Didn't Go Well

- Not all team members were equally familiar with Figma at the beginning of the sprint, which slowed down the first design iterations.

2.3 Improvements / Action Items

- Agree on a small set of reusable UI components and patterns earlier in the sprint to speed up design work.
- Plan short design review meetings mid-sprint to resolve inconsistencies sooner.
- Provide quick internal knowledge-sharing sessions when a tool is new to some team members.