Sprint 3 – Week 3 (19.12.2025 – 25.12.2025)

Sprint Review and Retrospective

0. Sprint Overview

Product Owner: Student3 – Dejan Ostojić SV3/2023

Scrum Master: Student1 – Dražen Božić SV56/2023

Development Team: Student1, Student2 – Nikola Stevanović SV71/2023, Student3

1. Sprint Review

1.1 Sprint Goal

Finalize the UI for core web screens required for IKS KT1, implement all planned Spring Boot controllers for ISS KT1 and complete the basic Android GUI for MA KT1 so that the team can demonstrate a coherent set of screens and endpoints across all three platforms.

1.2 Completed Product Backlog Items

- Finalised Angular UI for login and registration pages for both passengers and drivers, following the Figma designs.
- Implemented the basic profile page (view and edit form) in Angular for registered users.
- Created the driver ride history overview screen in Angular with a table layout and placeholder data.
- Completed the main navigation bar layout and ensured navigation between key pages (login, registration, profile, history).
- Implemented Spring Boot REST controllers and endpoints for authentication, user registration, profile management and basic ride operations, in line with the ISS KT1 scope.
- Created Android GUI screens for login, registration, profile and driver ride history, with navigation consistent with the web client.
- Prepared draft demo scenarios covering the main user flows for IKS KT1, ISS KT1 and MA KT1.

1.3 Partially Completed / Not Completed Items

- Some secondary Angular UI states (error messages, empty states) are still represented with simple placeholders and will be refined in later sprints.
- A few less critical controller endpoints for edge cases are stubbed but not fully implemented.
- The Android GUI for certain less important flows is only partially styled.

2. Sprint Retrospective

2.1 What Went Well

- The team managed to align the Angular, Spring Boot and Android parts so that the KT1 scope is clearly demonstrable.
- UI consistency improved thanks to reusing components and styles defined in the previous sprint.
- Splitting work by platform and then synchronising on shared flows (login, registration, profile, history) proved effective.

2.2 What Didn’t Go Well

- The team underestimated the time needed to polish the Android layouts to match the web design.
- Preparation of demo scenarios was started late in the sprint, leading to some last-minute adjustments.

2.3 Improvements / Action Items

- Schedule at least one mid-sprint cross-platform sync meeting (web, backend, Android) to align on shared flows.
- Reserve explicit time at the end of each sprint for UI polishing and small UX improvements.