

## Sprint 4: Retrospective report

Duration: 14 days

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### Goals:

1. Events Page
2. Insights Page
3. Product Polish

### What went well:

1. Good time management — tasks evenly spaced out across sprint
2. Some members took initiative to resolve unexpected layout issues quickly.
3. Architecture documentation and testing artifacts were completed
4. Early start and rough deadlines helped project progress smoothly

### What went wrong:

1. Major last-minute layout changes caused disruption and broke several components
2. Workload was uneven — a few members ended up handling critical layout + documentation tasks, while others had minimal contributions.
3. Miscommunication around who was working on what led to duplicated or conflicting work.
4. Late-night work sessions were required to meet submission deadlines, affecting overall team morale.
5. A few smaller bugs slipped through due to time pressure.

### Blockers

- *Layout redesign triggered ripple effects across modules*
- *Internal disagreement on final visual direction caused delays.*
- *Some members were unresponsive or missed key team syncs.*

### Actions and Learnings:

1. Lock in layout and styling earlier — late changes cause major instability
2. Assigning clear leads for major areas (e.g., frontend, documentation) avoids overload.
3. Use lightweight check-ins (e.g., one message per day) to keep team aligned.
4. Define “done” more clearly to avoid redoing parts that were thought to be complete