Adrianne Scott-Brown
CS 250- Sprint Review/Retrospective

The SNHU Travel project was developed using a Scrum-Agile framework to simulate a real-world software development cycle. Throughout the course, I stepped into each Scrum team role (Product Owner, Developer, Tester, and Scrum Master) to explore how Agile principles guide collaboration, iteration, and delivery. Rotating through these roles gave me firsthand experience in how each contributes to project success and how they work together to keep development focused and adaptive. For this final sprint, I'm reflecting from the Scrum Master's perspective, analyzing how user stories were completed, how challenges were handled, and how Agile practices supported progress.

Each week, I approached the project from a different Scrum role, producing artifacts that reflected that role's responsibilities. By the final sprint, I had a clearer picture that Agile wasn't just a framework; it's a culture shift that changes how people work, communicate, and think about progress.

As Product Owner, I focused on defining user stories and organizing the product backlog based on direct stakeholder input. Focus group interviews revealed interest in personalized destination lists, price filters, and profile settings. These insights helped me prioritize features that delivered real value. Writing effective user stories became a strategic tool as they individually captured the user's role, desired functionality, and benefit, following the format recommended by Cohn (2004) and PremierAgile (n.d.). I also explored expanding feedback loops through surveys and usability testing, reinforcing Agile's emphasis on continuous improvement (Beck et al., 2001). This role taught me that being a Product Owner is about listening, interpreting, and advocating for the user. It also felt like a natural fit for me, especially as I saw how prioritization and feedback loops help avoid the "illusion of progress" common in waterfall approaches.

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As Developer, I translated shifting priorities into stable, user-centered code. When the Product Owner requested a pivot toward wellness and detox travel, I revised the slideshow to reflect that theme by swapping out destination images, rewriting captions to match each location's vibe, and adjusting the heading color for better readability. Originally, the slideshow featured general travel destinations (Indonesia, Canada, Japan, Italy, and South Africa) but based on updated priorities, I pivoted to Vietnam, the Himalayas, Thailand, the Philippines, and Mexico, each selected for their reputation in holistic retreats. The changes didn't require a full rebuild, but they demanded intention and precision. Agile development reminded me to work smarter, not harder, and to stay within scope while refining what's already there. Being a developer in an Agile team means listening, interpreting, and executing with clarity, even when priorities shift mid-sprint.

In the Tester role, I translated user stories into measurable validation steps. Initially, my test cases were straightforward, but in reviewing the slideshow wireframe, it revealed gaps in how users would interact with the interface. I revised my test steps to include launching the slideshow, navigating between slides, and verifying destination accuracy. This role taught me to think critically about usability and stay flexible when design changes arise. It also reinforced the importance of respectful, clear communication between testers and product owners. The sample email from Brian to Christy modeled how testers can ask for clarity without sounding confrontational, which helped me revise my own approach and improve collaboration.

For the final sprint, I took on the Scrum Master role to oversee the process and reflect on the project, as a whole. Drawing from my background in military and healthcare environments, I leaned into structured communication, disciplined execution, and adaptability under pressure. Even in a solo setting, I focused on removing impediments and reinforcing Scrum values of

commitment, courage, focus, openness, and respect (Schwaber & Sutherland, 2020). These events created a rhythm of inspection and adaptation that supported continuous delivery and stakeholder engagement (Javed, 2025).

User stories were completed through iterative development and continuous feedback. Each story was structured to reflect the user's role, desired feature, and benefit, with acceptance criteria ensuring clarity and alignment across roles. The wellness-themed slideshow was guided by stories that emphasized visual clarity, thematic consistency, and smooth navigation. These stories helped me stay focused and deliver features that matched user expectations.

Midway through the project, the Product Owner requested a thematic pivot from general travel to wellness and detox destinations. This shift was handled smoothly using Agile principles. The backlog was adjusted, priorities realigned, and user stories updated to reflect the new direction. Agile's flexibility allowed me to revise content and functionality without disrupting the sprint's flow. The sprint demonstrated how Agile allows for mid-course adjustments without compromising quality or momentum.

Effective communication was key throughout the project. As Tester, I learned to ask for clarity without sounding confrontational. As Product Owner, I translated stakeholder feedback into actionable backlog items. As Scrum Master, I facilitated structured events that encouraged open dialogue and alignment. Even in a solo simulation, I treated each role as part of a collaborative team, using visual tools and consistent messaging to maintain transparency.

Scrum events and tools played a major role in keeping the project organized. Sprint Planning helped define scope and goals. Daily Scrums (simulated) kept progress visible. Backlog Refinement ensured stories were well-defined and prioritized. The Sprint Review allowed me to

assess deliverables, and the Retrospective helped me reflect on process improvements. Visual tools like task boards and wireframes supported transparency and alignment. These tools, combined with Agile principles like iterative development and shared knowledge management, helped maintain momentum (IEEE, 2025).

The Scrum-Agile approach offered several advantages. It provided flexibility to pivot mid-sprint, clear structure through defined roles and events, continuous feedback and prioritization, and strong alignment with user needs. However, it also required high clarity in user stories to avoid misalignment, and testing could be impacted by late-stage design changes. Despite these challenges, Scrum-Agile was the best fit for the SNHU Travel project. It allowed me to simulate real-world development, adapt to changing goals, and reflect on each role's contribution. The iterative nature of Agile supported continuous learning and delivery, making it ideal for both academic and professional growth.

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