Chada Tech

SNHU Travel Project: Sprint Review and Retrospective

Akand Haider

Southern New Hampshire University

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Professor Elhayboubi

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**Review and Retrospective: Applying Roles**

As the semester progressed, I played the part of different Scrum team members. To create an app for SNHU Travel, the team was switching from a waterfall to an Agile environment. Members of the Product Owner and Scrum Master roles, as well as the Developer and Tester teams, made up the team. This paper aims to dissect the Scrum-Agile practices employed for this project. I shall conclude this examination by explaining how these strategies contributed to the end product or how they did not.

**Product Owner**

Every member of the team is a critical player in an Agile project. This role is important because it is a direct link between the client and the development team. As the Product Owner, my responsibilities go beyond traditional project management. I had to define the requirements of how the project would be implemented. The client provided some of the requirements directly, and I collected additional input from a focus group I conducted with various end-users. I was responsible for creating and prioritizing user stories to add to the product backlog. The development team would subsequently shape the project's approach from start to finish based on these user stories.

**Scrum Master**

In my previous position as Scrum Master, I was responsible for maintaining complete transparency within the Scrum team and assisting the Product Owner with creating and updating the backlog. I acted as a go-between for the product owner and the development team. I would lead a Sprint Planning session to go over all of the user stories that were approved for the first sprint after the product owner had created them. We implemented our planned poker estimating technique during the Sprint Planning session. Using this method, the team was able to determine

how much work would be needed to complete each user narrative? We started developing the project once we established the backlog items. I oversaw daily standup meetings, which are brief (15-minute) gatherings to review the day's events. Regular standup meetings help keep everyone in the loop and help find and resolve problems before they slow down progress. Being a resource for the team and offering direction in the Agile technique were my goals as Scrum Master.

**Development Team**

As a member of the development team, I was encouraged to use best practices in the industry to organize my code any way I thought would work best. An important part of my tester role was working well with others on the team to develop test cases for finding newly discovered bugs. A crucial idea in iterative development is "Test early, test often," which is why this function is important. The Scrum-Agile methodology relied heavily on both of these functions. In these roles, value is created for the company.

**Review and Retrospective: Completing User Stories**

Isolating critical project functionality is made easier using the Scrum-Agile methodology for the software development life cycle (SDLC). Without adequate execution, software planning can become extremely difficult. One of the most important skills for a successful deployment is the ability to divide large jobs into smaller ones. As part of the SNHU Travel project, we gathered end-user requirements and turned them into user stories. These user stories outlined the characteristics of their operation. Short and detailed, user stories should be easy for developers and end users to understand. A user story should typically include the following: the demand, the feature, and its purpose. There are three parts to a user story: "who," "what," and "why." The "who" represents the target audience, the "what" represents user tasks, and the "why" represents the functionality's value proposition.

**Review and Retrospective: Handling Interruptions**

Agile is not resistant to change since it is "flexible" and "responsive" in definition. Some degree of unpredictability is inherent in agile project management. For instance, when the focus of the SNHU Travel project shifted to detox and wellness travel, we were able to reuse an existing code and adapt it to meet the new requirements.

**Review and Retrospective: Communication**

Concerns about the current code base's functionality were raised by the suggested improvements in the SNHU Travel project. It is my responsibility as a developer to reduce unnecessary repetition while being careful not to create any new errors. Below is an email that demonstrates this level of awareness in its correspondence with the Product Owner and the Tester:

*To: Christy (Product Owner); Brian (Tester)*

*Cc: Ron (Scrum Master)*

*From: Akand (Developer)*

*Subject: NEW requirements clarification and testing guidelines…*

*Hi Christy & Brian,*

*Following up on our conversation, I've started introducing changes to the code to accommodate the updated criteria for highlighting detox and wellness vacation spots.*

*Adding this additional feature shouldn't be too difficult as long as the core code remains unchanged. Christy, could you please check with the client to see if they want detox and wellness destinations to be the default or if they'd rather that users choose it in their profile? Could you also supply me with some test case scenarios, Brian, so I can incorporate them into my code?*

*Thanks,*

*Akand Haider*

This email was clear and succinct, in my opinion. This communication restates the requirement and requests clarification from the product owner. Thereafter, I request that the tester furnish me with supplementary testing specifications, which I will incorporate into my code base. Moreover, my writing displays a calm demeanor, suggesting that I'm prepared to take the lead, rather than displaying extreme anger due to a last-minute adjustment. I may ask the tester to generate new test cases using the requested data and provide them to me after I hear back from the product owner. In my opinion, this kind of dialogue is essential in creating an atmosphere where honesty and teamwork thrive.

**Review and Retrospective : Organizational Tools**

When moving from Scrum to Agile, there are many resources available to assist teams. The SNHU Travel project made use of Azure DevOps and JIRA as their tools. With Azure DevOps's assistance, the team was able to more easily adopt an Agile methodology. With the help of the technology, the team was able to build the project using a product backlog, user stories, and sprints. To keep track of specific activities and issues, we utilized JIRA. These two resources were invaluable for keeping everyone in the loop when working on a remote team. We also used video conferencing software like Webex and Skype to hold our daily standups remotely. In place of more conventional information radiators, these tools offer a new option. In real time, they show the project and its actions in an easy-to-understand graphic format.

**Review and Retrospective: Evaluating Agile Process**

There were some positive and some negative aspects to using Agile on this project, in my opinion. It was equally challenging to foresee the SNHU Travel initiative. It is easy for a project to go over budget and behind schedule if its scope cannot be controlled. Since the client's requirements are subject to change at any time, it is nearly likely that an Agile project's scope would expand. The upside of unpredictability is that stakeholders are more involved and satisfied, and product quality increases, even though requirements could alter.

Because it provided for more openness and flexibility, I think applying Agile to the SNHU Travel project was a wonderful choice. Additionally, we reduced the possibility of neglecting a crucial customer request. The development team and the client were both pleased with the final output.

Finally, Agile is starting to gain traction in the world of project management. But there are many kinds of initiatives. Having a clear grasp of the requirements is crucial prior to committing to an Agile strategy. When incorporating Agile into a project, having access to essential resources is also helpful. Despite the inherent uncertainty in Agile, I believe that the payoff in terms of a high-quality, value-added product is substantial. An organization's stability and client retention can be achieved through value-based products.

# References

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile: Principles and*

*Practices for an Adaptive Approach*. Wiley.