Amauri Hopewell

Erin Jasmine

[CS-250-12400-M01 Software Development Lifecycle](https://learn.snhu.edu/d2l/home/1831782)

2/23/25

Sprint Retrospective & Review: SNHU Travel Application

Greetings ChadaTech,

Congratulations on completing our first agile sprint!

First, I’d like to highlight the different roles and how they contributed to our product’s success. First of all, the Product Owner ensured we understood SNHU Travel’s requirements, so that all our efforts were efficient and maximized client satisfaction (Linders 2013). The Product Owner also conducted user interviews to ensure that the software not only was acceptable to our client, but also helped their business. (Rememo 2025). From this, the Product Owner helped with crafting and prioritizing user stories, which ended up being important to the website, allowing us to identify features from user stories (Ibid), like price point cutoffs and recommendations from past history. The Product Owner was also able to identify new requirements from SNHU Travel during the sprint, such as the desire for a focus on wellness and detoxification destinations.

Next was yours truly, the Scrum Master. I functioned as a sort of “coach,” ensured that the team followed agile principles, and implemented scrum ceremonies such as daily standups, sprint planning meetings, assigning items from the backlog, and even writing this sprint retrospective (Techfleet 2025). I also facilitated communication between team members to ensure that the Developer was receiving the support needed (Ibid).

The Developer, of course, played a key role in developing software, and our team was designed primarily to facilitate responsive action and iterative improvement by the Developer (Radigan 2022). The Developer was key to building this website from the ground up, starting with the first user story, a simple slideshow of the top 5 destinations, and ending with tougher user stories like implementation of advanced algorithms to enable deals based on past user history. Of course, the Developer did not act alone, but communicated with the rest of the team (Ibid). For instance, the Developer both answered the Tester’s questions about the proper format of the slideshow, and implemented feedback based on errors the Tester found. The Developer also responded to requests for changes and iterative improvements from the Product Owner based on SNHU Travel’s needs, quickly changing the website to focus on wellness and detoxification destinations (Ibid).

The Tester was also crucially important, catching errors early and ensuring that the website both functioned and met client and end user expectations (Reindl 2015). Through frequent short emails to the team, the Tester was able to raise key questions we might have missed during backlog planning (Smartbear 2025). Even the very first, seemingly simple user story was enhanced by the Tester making sure we had clearly thought about whether we should have an ascending or descending order of destinations.

It can also help to consider the user stories as a whole, and how the Scrum-Agile approach helped with completing them. As you have discovered this sprint, the Scrum-Agile approach involves both planning and flexibility, with user interviews to determine what the end product should do, breaking this into user stories organized by priority and size, rapidly developing a minimum viable product, and then using iterative improvement to catch bugs and errors quickly and build value efficiently (Iqbal 2022). At the risk of being repetitive, I think implementing the very first user story, the slideshow, and implementing SHNU Travel’s later changes show the value of this approach best. By implementing the first user story with a slideshow, we were able to quickly catch a possible error: the order in which the destinations One email from the Developer asked “For user story #1 (the display of list items), I understand you would like them to be ordered sequentially. How should the ordering be calculated? Should it be based on popularity or some similar metric that I determine in an algorithm, or should it be determined manually by the travel website?” This was effective because it clearly communicated a potential issue, describing the problem and user story it belonged to, while enabling iterative improvement later by implementing different ranking algorithms. It also encouraged collaboration by the whole team, as it was addressed to the Product Owner and Scrum Master. Another email, from the Tester, asked “For user story #1 (the display of list items), should the items display in a scrolling pattern, or on different pages? Additionally, should users be able to navigate between them non-sequentially (such as going from item 2 to item 5, for instance) or only be able to navigate from one item to the immediate successor?” This was effective because it clearly described issues that were ambiguous in a specific user story, and possible resolutions, and by sending it to both the Developer and Product Owner, the Tester ensured that the proper version could be implemented right away.

The Scrum-Agile approach brought distinct pros to the SNHU Travel project. Its iterative cycles delivered early wins—like a functional flight slideshow in user story 1—to impress the client. The flexibility let us absorb disruptions and the iterative planning let us catch issues early. However, there were a few cons. Agile’s pace may have been overwhelming, and it required adapting to new procedures like the standups. The iterative approach might have risked scope creep too. For instance, maybe changing to detox destinations right away was a poor use of resources. But nonetheless, the pros of flexibility, quick addressing of issues, and above all, client satisfaction have convinced Chada to stay with Agile for the long haul.

Works Cited

Atlassian (2025), Agile tools for software teams

<https://www.atlassian.com/software/jira/agile>

LucidSpark (2025) *Make Agile events more efficient in Lucidspark*

<https://lucidspark.com/blog/agile-ceremonies%20>

Cobb, Chuck (2025), *What Is an Agile Developer? How Is the Role Different?,* Managed Agile,

<https://managedagile.com/what-does-it-mean-to-be-an-agile-developer/>

Smartbear TestComplete (2025), *How To Be An Agile Tester,*

<https://smartbear.com/learn/software-testing/how-to-be-an-agile-tester/>

Techfleet (2025), *Scrum Team Role*, [https://guide.techfleet.org/agile-portal/agile-handbook/agile-  
methods/scrum-method/scrum-team-roles](https://guide.techfleet.org/agile-portal/agile-handbook/agile-methods/scrum-method/scrum-team-roles)

Radigan, Dan (2022), *How to be an awesome agile developer*, Atlassian*,*

<https://www.atlassian.com/agile/software-development/developer>

Agile Alliance (2021), A*gile Essentials: The 12 Principles behind the Agile Manifesto*

<https://www.agilealliance.org/agile101/12-principles-behind-the-agile-manifesto/>

Simon Reindl (Oct. 20 2015), *The Role of a Professional Tester in an Agile World*, Scrum.org,

<https://www.scrum.org/resources/blog/role-professional-tester-agile-world>

Linders, Ben (2013). *Reduce Waste By Changing From Waterfall To Agile*, infoq.com

<https://www.infoq.com/news/2013/09/waste-waterfall-agile/>

Rememo (2025), *Agile Product Ownership: Responsibilities and Best Practices*

<https://rememo.io/blog/agile-product-ownership>

Iqbal, Mary (2022), *How the 12 Principles in the Agile Manifesto work in real life*

<https://www.rebelscrum.site/post/how-the-12-principles-in-the-agile-manifesto-work-in-real-life>