SNHU TRAVEL PROJECT: SPRINT REVIEW AND RETROSPECTIVE

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SNHU Travel Project: Sprint Review and Retrospective  
  
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# Review and Retrospective: Applying Roles

Throughout this course, I served in multiple roles within our Scrum-Agile team while working on the SNHU Travel project. These roles included Product Owner, Scrum Master, Developer, and Tester. Each offered a distinct perspective that contributed to the overall success of the project and enhanced my understanding of the Scrum framework and Agile methodology.

## Product Owner

As Product Owner, I was responsible for understanding stakeholder requirements and converting them into clear, prioritized user stories. This role allowed me to shape the vision of the product by ensuring that the backlog was aligned with customer needs. I also worked closely with the team during backlog grooming to make sure stories were ready for upcoming sprints.

## Scrum Master

In the Scrum Master role, I facilitated Scrum ceremonies, helped the team remove blockers, and ensured that Agile principles were being followed. I led daily stand-ups, sprint planning, and retrospectives to promote continuous improvement and team alignment. I also introduced techniques such as planning poker to support more accurate sprint estimation.

## Development Team

As a Developer, I implemented features defined in the user stories and followed industry best practices to write clean, efficient code. In the Tester role, I created test cases and validated the functionality of completed features to maintain quality and identify bugs early. These roles were essential in delivering working software and emphasized the collaborative nature of Agile development.

# Review and Retrospective: Completing User Stories

The Scrum-Agile approach enabled us to complete user stories in a flexible and iterative manner. During sprint planning sessions, we broke down epics into manageable user stories, clarified acceptance criteria, and estimated the effort required. As a result, we were able to maintain focus and deliver incremental value.

For example, the user story related to enhancing the search functionality was refined over multiple sessions. By breaking it into smaller tasks, we made development more efficient and were able to gather early feedback. This process showed how Agile's short cycles support effective planning and adaptation.

# Review and Retrospective: Handling Interruptions

When priorities changed during the project, the Agile framework allowed us to adapt without losing momentum. One specific example involved shifting focus to update the user interface after new stakeholder input. Using backlog refinement and sprint planning, we reassessed our goals and adjusted sprint tasks accordingly. This responsiveness ensured continued progress and customer satisfaction.

# Review and Retrospective: Communication

Effective communication was central to our team's success. Daily stand-ups allowed team members to share progress and surface blockers, while asynchronous updates ensured that everyone remained informed. I also reached out to other roles, such as the Product Owner or Tester, when clarification was needed.

For instance, I sent a message asking for clarity on a new requirement before development began, which avoided misunderstandings and reduced rework. This type of proactive communication helped establish a culture of transparency and collaboration.

# Review and Retrospective: Organizational Tools

To manage our workflow, we used tools such as Kanban boards, sprint backlogs, and burndown charts. These visual aids helped track story progress and identify bottlenecks. Scrum events like sprint reviews and retrospectives provided opportunities to reflect and make improvements.

Together, these tools and events promoted accountability and gave our team insight into both our strengths and areas for growth. By making work visible and structured, we improved our ability to deliver on sprint goals.

# Review and Retrospective: Evaluating Agile Process

The Scrum-Agile methodology was well-suited for the SNHU Travel project. Its iterative nature, emphasis on collaboration, and ability to accommodate change were key strengths. We were able to receive feedback early and adjust course as needed, which increased the quality and relevance of our deliverables.

However, Agile also had challenges, such as requiring constant communication and focus. Teams unfamiliar with these demands may struggle with consistency. Despite these minor drawbacks, Agile clearly offered more advantages than the Waterfall model would have in this context. It enabled us to adapt quickly and align closely with stakeholder expectations, resulting in a successful project outcome.