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CS 250

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7-1 Final Project

As we come to an end of our first sprint for our SNHU travel application, it is time for a sprint review and retrospective. During this sprint our goal was to use innovative tools to expand its client base. In this project we used agile roles, made user stories, used our connection to the client to pivot our sprint, practiced good communication to make a product that would match our client’s vision for the finished product.

For this sprint we used the three main Agile roles, which included product owner, scrum master and the developer/tester. The product owner is the bridge for the team and the stakeholders and vital to the team. In this project the product owner interviewed the client on what they wanted to accomplish, what they did not want. Using the information that they obtain from the interview, the product owner made user stories which in turn allowed them to make a product backlog. Using the product backlog, they could prioritize what the team needs to accomplish during their sprint. So, the product owner is important to the agile method because they are liaison to the client, they prioritize what the team should work on and what the client wants.

The scrum master is vital to the team because they are what keeps the team on task, they serve as a guidance to the team. The scrum master’s duty could include things like daily scrum meetings, these meetings are a way for the scrum master to touch based with team see where they are at, what needs improvement, and what obstacles are in the way of the team. A scrum master is vital to the team because they are also in charge of the team’s backlog refinement, this means they look over the backlog and see what tasks are non-essential or irrelevant in the current sprint.

The developers/ testers are vital to the team because they are the ones who work on the backlog task. They are the backbone of the team, because they design and develop the product based on the case stories. They actively work with the product owner and scrum master to deliver a product in accordance with the vision of the client. They let us know how the development of the project is going. They are the ones who alert the scum master or product owner of complications. They communicate ideas that would otherwise be overlooked by others. Take for example, in the SNHU travel project they posed questions on how the client wanted things to be implemented. When questioned about a change in design for the project and its effect on the time limit of the sprint, the developer was the one to answer since its them who would know if changes would lead to delays/

The scrum-agile approach was an essential part in completing user stories. It incorporates all the elements of software development life cycle (SDLC), into every sprint. Each sprint has planning, design, test, deploy phase, the whole project is broken down into smaller sprints making the project produce more deployable tasks at the end of the sprint. At which time the team will review what they worked on and prepare for the next sprint, the team will then keep running sprints until the project is completed and adapting to the team’s needs along the way. Instead of having the project run on a large SDLC model, Agile makes it so each sprint focuses on a smaller part of the project with the SDLC in mind.

The scrum-agile approach handles interruptions quite well, since it was designed to be more flexible. During each sprint a daily 15 minute meeting is required to touch base, let the team know if anything changes, It also allows the team to discuss with scrum master and product owner their progress and concerns over their task. In the SNHU travel application project the client requested that the team push detox/wellness destination to the user because that’s where the traveling trends were headed. The team was informed about the new change and were told if it could be completed during the current sprint. While in this case the change could be implemented in this sprint, had it not the sprint not interrupted and would be prioritized in the backlog for the next sprint.

Communication is vital for the scum-agile approach to work, if not the most important component of the scum-agile approach. For the agile approach to work constant communication should be incorporated. For example, daily meetings are a way to communicate with your team about what you are doing, what is obstructing you. In our project had the client not told us of the shifting trend, we would have not of prioritized the program to push for detox/ wellness destinations.

The scrum-agile approach uses a variation of tools to achieve success with projects, some of which include scum boards, test cases, and application like JIRA. Take for example the scum board is a visual representation of what a team needs to do, what a team is working on, and completed tasks. It breaks down the tasks into bite size chunks, so the project is not overwhelming. Another tool is case stories; they help the team realize what tasks are needed for the project to reflect the clients’ wants.

In conclusion, the scrum-agile approach has been very effective with interruptions and adaptation. The agile method tends to do well with being flexible with the users’ wants, it gives scrum teams the ability to pivot in the middle of projects. A problem with the agile approach is if the team is not communicating problems arise causing the project to stall. In our project there was an error in communicating between team members. There were two scrum master for one scrum team, two others did not respond, so we did not know what they were working on. All in all, the scrum agile approach was a good method for this development project, since we did not know all the factors at the beginning of the project other methods like waterfall. The agile method allows us to get feedback from the client and pivot the project to further fit the clients’ desires.