**Final Project: Sprint Review and Retrospective**

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**Applying Roles**

Throughout the SNHU Travel project, each Scrum-Agile role I assumed contributed directly to the success of the final product. As Product Owner, I defined the product vision and prioritized the backlog, ensuring the most valuable features were developed first. I also made sure the backlog was updated regularly and incorporate new feedback from users as well as from the team during meetings. When acting as a Developer, I collaborated with testers to build features iteratively, incorporating feedback after each sprint, and worked closely with the team, including the product owner to make sure what I was building was on the right track. Serving as a **Tester**, I emphasized quality assurance by identifying and reporting defects early, which reduced rework. Finally, as Scrum Master, I facilitated Scrum events and removed impediments, enabling the team to maintain productivity and meet sprint goals. I also made sure the team was present in meetings and engaged in them, ensuring everybody was on the same page and the product was getting done according to user standards.

**Completing User Stories**

The Scrum-Agile approach streamlined user story completion by promoting iterative development and continuous feedback. For example, when tasked with implementing a slideshow feature, the development team used sprint planning to break down the work into manageable tasks. We did one slideshow first, then received feedback and made another one that was better according to user standards. Daily stand-ups allowed us to track progress and quickly address blockers, resulting in the feature being completed ahead of schedule with all acceptance criteria met.

**Handling Interruptions**

Agile’s flexibility proved valuable when the Product Owner introduced new priorities mid-sprint. For instance, additional slideshow images and updated captions were requested after initial development began. The team adjusted by reprioritizing the backlog and shifting non-critical tasks to a later sprint, allowing us to deliver the updated feature without delaying the overall timeline.

**Communication**

Effective communication was a cornerstone of our success. For example, I sent a detailed email to the testers outlining the new slideshow requirements, complete with example images and acceptance criteria. This ensured the testers knew exactly what to validate, reducing confusion and improving turnaround time. Regular sprint reviews and retrospectives also fostered openness and transparency, allowing all members to share insights and concerns. These concerns and valuable feedback allowed us to improve the product in time and effectively.

**Organizational Tools**

Using tools like a shared backlog in Trello and real-time messaging via Slack helped us remain aligned. The backlog made it easy to track user stories, their status, and dependencies, while Slack facilitated quick decision-making. Scrum events—such as sprint planning, daily stand-ups, and sprint retrospectives—ensured the team stayed coordinated and focused.

**Evaluating Agile Process**

The Scrum-Agile approach offered several advantages for the SNHU Travel project. Pros included increased flexibility, improved stakeholder engagement, and faster delivery of functional increments, all made possible, in part, by regular communication, and close collaboration. However, challenges included the need for high team availability. Overall, Agile was the right choice, as it allowed us to adapt to changing requirements while maintaining high quality and meeting client expectations.