Sprint Review and Retrospective: SNHU Travel Project

As a student serving as the Scrum Master for the SNHU Travel project, I got to see firsthand how a Scrum-Agile approach can shape a project. Our team worked on a web application to help SNHU Travel attract more customers with easy-to-use trip planning tools. We went through three sprints, and it was a real learning experience. This Sprint Review and Retrospective is my chance to reflect on how our roles, user stories, adaptability, communication, tools, and the Agile process came together to make the project a success.

Our team had a Product Owner, Scrum Master, Developers, and Testers, and each role brought something unique to the table. When I took on the Product Owner role early on, I met with SNHU Travel to understand their big-picture goals, like creating a feature for customers to book trips online. It was exciting to translate their ideas into tasks for the team. Later, as a Developer in one of the sprints, I worked on building a page where users could view their travel plans, which felt rewarding when it started coming together. The Testers played a huge part, too—for example, they caught a problem with the booking page that could’ve confused users, so we fixed it before the client saw it. As Scrum Master, I made sure everyone stayed on track and followed Agile principles, like keeping meetings focused and helpful. Every role mattered, and it showed me how important it is for a team to work as a unit.

User stories were a game-changer for keeping our work focused and clear. For example, one story was, “As a customer, I want to check my trip details so I can stay organized.” In one sprint, we mapped out what this feature needed, like a clean layout showing flights and hotels. The Scrum-Agile approach let us start with basic ideas and build on them as we got more details. We’d check in during daily stand-ups to make sure we were moving forward, and by the sprint’s end, we had a working feature to share with the client. Their feedback helped us make it even better. I think this iterative process was way more effective than a traditional method where you wait until the end to test everything, because we could adjust as we went and stay aligned with what the client wanted.

One of the coolest parts of Scrum-Agile is how it helps you roll with the punches. During one sprint, SNHU Travel came back and said they wanted to focus on promoting detox/wellness travel options, like sustainable destinations, instead of just popular ones. This was a big shift from what we’d planned. As Scrum Master, I organized a quick meeting to reprioritize our tasks and figure out how to fit this new idea in. We decided to create a simple version of the detox/wellness feature and still met our sprint deadline. The Agile approach gave us the flexibility to adapt without panicking, which I don’t think would’ve been possible in a more rigid process where changes mean starting from scratch. The Testers also helped by quickly adjusting their tests to cover the new feature, so we didn’t lose momentum.

Good communication was the glue that held our team together. As Scrum Master, I tried to create an open environment where everyone felt comfortable speaking up. For instance, I’d start daily meetings by saying something like, “Hey, let’s go around—what’s everyone working on, and is anything slowing you down?” This got people talking, and sometimes one person’s question helped someone else solve a problem. I also asked the team how they preferred to get updates, like whether they liked quick chats or written notes. In one sprint, I set up a shared document where everyone could jot down ideas for improving our process, which led to better teamwork. These approaches worked because they made communication feel natural and encouraged everyone to share, which was especially important for me as a student learning how to lead a team.

We used a physical board with sticky notes to keep track of our tasks, which was super helpful. Each sticky note had details about a user story, and we moved them across columns like “To Do,” “In Progress,” and “Done.” This setup made it easy to see what everyone was working on during our sprint reviews and planning sessions. For example, we could quickly spot if a task was stuck and talk about how to fix it. The board also helped during retrospectives, where we’d look at what tasks took longer than expected and why. Combining this tool with Scrum events, like daily check-ins and end-of-sprint reviews, kept us organized and gave us a clear picture of our progress. As a student, I found this visual approach really motivating because I could see the project moving forward.

The Scrum-Agile approach had a lot of strengths. It let us get feedback from SNHU Travel after every sprint, so we could make changes early, like simplifying the booking process based on their suggestions. Finishing small pieces of the app each sprint felt like a win and kept us energized. On the flip side, sudden changes, like the eco-friendly feature, sometimes made it hard to stay on schedule, and all the meetings could eat into our work time. As a student, I found the constant adjustments a bit overwhelming at first, but they definitely made the final product better.

I believe Scrum-Agile was the perfect fit for the SNHU Travel project. The client didn’t have all the details nailed down at the start, and their needs changed as we went along, like adding the eco-friendly focus. Agile let us adapt to those shifts and deliver something useful quickly. A non-Agile approach, like waterfall, would’ve been tougher because it requires all the requirements upfront, and changes mid-project can derail everything. Agile’s focus on regular check-ins and small, testable deliverables matched the project’s needs, helping us create an app that really worked for the client. The daily scrums and retrospectives also helped us grow as a team, which was a big plus.

Working on the SNHU Travel project taught me so much about Scrum-Agile as a student. Our roles, from Product Owner to Testers, worked together to build a solid app. User stories gave us direction, and the Agile process let us handle surprises like the detox/wellness feature request. Communication and tools like our sticky-note board kept us on track, and the Agile approach was flexible enough to meet the client’s changing needs. Sure, there were challenges, like fitting in all the meetings, but overall, Agile made us more efficient and collaborative. I’d recommend ChadaTech stick with Scrum-Agile for projects like this, where clients want to stay involved and the goals might evolve.