Sprint Review and Retrospective: SNHU Travel Agile Project

Cristiana Rodriguez

Southern New Hampshire University

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This paper serves as the team’s formal Sprint Review and Retrospective for the SNHU Travel application development project. This project served as a pilot to evaluate the effectiveness of transitioning ChadaTech’s development teams from a Waterfall model into a Scrum-Agile framework. The purpose of this review is to summarize the developmental work completed, analyze the different role performances, evaluate the Scrum-Agile process, and captured lessons learned to recommend the company-wide transition decision.

**Applying Roles**

Throughout the SNHU Travel project, I served as the Product Owner, Product Tester, and Developer within the Scrum-Agile team. Each role uniquely contributed to the project’s success by ensuring collaboration, adaptability, and alignment with user needs. As the Product Owner, I created user stories based on client feedback, including the “Top Five Destination List” feature that allowed users to view popular travel destinations. This role required prioritizing backlog items and clearly defining acceptance criteria to guide development. This role was crucial in maintaining the product’s vision. As the Product Tester, I developed and executed test cases based on those stories, verifying that the software met user expectations and functioned correctly. Lastly, as the Developer, I implemented the functional requirements in Java within Eclipse, organized image resources, and debugged display issues to ensure the code ran smoothly. Together, these roles demonstrated how cross-functional collaboration strengthens the final product

**Completing User Stories**

The Scrum-Agile approach supported continuous progress on user stories through iterative development and frequent feedback loops. During each sprint, user stories were refined, implemented, and tested incrementally. For example, the “Top Five Destination List” story began as a simple clickable link and evolved into a page featuring images and ordered destinations. Daily stand-ups and sprint reviews ensured that all changes were aligned with the project goal. The Agile method’s incremental approach allowed the team to adjust the design and code efficiently without waiting for a complete phase to finish, as would be required in a waterfall model. This flexibility helped user stories reach completion quickly and with higher quality**.**

**Handling Interruptions**

Agile’s adaptability proved critical when the project direction shifted midway. For instance, the original image resources failed to display due to incorrect folder paths in Eclipse, prompting a necessary restructuring of the resources folder. Instead of delaying progress, the Scrum framework enabled the team to address the issue within the sprint cycle. Using a transparent backlog update and a revised task priority list, we adjusted our development plan without losing momentum. This ability to handle interruptions efficiently showcased how Scrum’s iterative nature supports real-time problem-solving and minimizes disruptions.

**Communication**

Effective communication was the backbone of this Agile project. Throughout development, I sent progress updates and clarification emails to team members. One such example was an email to the Product Owner requesting missing IDs for test cases and confirmation of acceptance criteria. This ensured that testing remained accurate and aligned with the product goals. Additionally, I communicated with the tester to verify pass/fail results and followed up with documentation in the backlog worksheet. These examples were effective because they promoted accountability and transparency, key principles of Scrum collaboration. By maintaining open communication channels, the team could adapt and refine features collaboratively, reducing misunderstandings and improving overall quality.

**Organizational Tools**

Scrum principles and organizational tools played a vital role in the project’s success. The product backlog worksheet served as a roadmap, organizing stories by priority, effort, and value. The test-case spreadsheet provided a structured view of validation results, while burndown tracking reflected progress toward sprint goals. Scrum events, including sprint planning, daily stand-ups, reviews, and retrospectives, ensured consistent evaluation of progress. The retrospective meetings, in particular, provided insights into what worked well and what could be improved for future sprints. These tools enhanced transparency and accountability, allowing the team to visualize workflow and continuously improve.

**Evaluating Agile Process**

The Scrum-Agile approach offered numerous advantages during the SNHU Travel project. Its iterative nature encouraged frequent feedback, early error detection, and adaptability to changes. Team members gained a better understanding of user needs through constant collaboration and reviews. However, one drawback was the need for continuous communication, which can be challenging in distributed or asynchronous settings. Additionally, scope adjustments required careful backlog management to avoid feature creep. Despite these challenges, Agile proved to be the most effective methodology for this project. The SNHU Travel software benefited from short, focused sprints that delivered working features quickly while maintaining flexibility. Given these outcomes, a full organizational shift from waterfall to Scrum-Agile at ChadaTech would likely enhance productivity, responsiveness, and overall software quality.