**Sprint Review and Retrospective – SNHU Travel Project**

For the SNHU Travel project, we used the Scrum-Agile framework to guide development. I took on the role of Scrum Master, helping the team stay focused, adapt to changes, and communicate effectively. This paper looks back at how we used Agile throughout the project and reflects on what worked well and what we learned along the way.

**Applying Roles**

Everyone on our team had a specific Scrum role. As Scrum Master, I ran the daily stand-ups to track progress and helped remove blockers so work could move forward without delays. The Product Owner prioritized the product backlog during backlog refinement and sprint planning, giving us a clear idea of what features mattered the most during each sprint. The Development Team built and tested the features based on the prioritized user stories and provided their feedback during sprint reviews. Having clear, active roles during Scrum events helped us stay organized, adapt quickly, and meet our sprint goals.

**Completing User Stories**

We broke the project into user stories, each one focused on a single feature or task. That made it easier to focus, track progress, and not get overwhelmed. For example, we had a user story just for setting up the trip search function. We planned it out, worked on it, tested it, and moved on. It felt manageable and kept the momentum going. To help complete user stories efficiently, we used daily standups to share updates and identify blockers, sprint boards to track our progress, and backlog refinement sessions to adjust priorities when needed. These Agile practices made it easier to keep the project organized, flexible, and finish in a timely manner.

**Handling Interruptions**

During the project, we had to make a big change to one of our core features: the trip search filters. Instead of getting stuck or redoing a ton of work, we held a backlog refinement session to update the user stories and reprioritize tasks. The Product Owner updated the Product Backlog, and we adjusted the Sprint Backlog during sprint planning. Thanks to daily standups, we stayed aligned on the new goals without losing momentum. Agile made it easy to pivot without completely derailing the project.

**Communication**

Communication was key. We had daily stand-ups where everyone shared their updates, blockers, and next steps. We also used Trello and group chats to post updates between meetings, which kept the team informed in real time. For example, when a bug came up with the trip search function, a teammate flagged it during a stand-up, and created a Trello card to track it. These communications habits made it easy for everyone to ask questions, offer help, and collaborate on solutions quickly.

**Organizational Tools**

We used tools like digital sprint boards, user stories, and burndown charts to stay organized. They helped us track where we were in the sprint and what still needed to be done. During sprint planning, we used the sprint board to select and prioritize user stories. In daily stand-ups, we updated task statuses and discussed any blockers using the board. The burndown chart helped up monitor our overall sprint progress and quickly spot if we were falling behind.

**Evaluating the Agile Process**

Overall, I think Scrum-Agile was the right choice for this project. Sprint planning, daily stand-ups, backlog refinement, and sprint reviews gave us room to adjust, communicate, and deliver working features regularly. If we’d used a Waterfall approach, locking in all requirements early would have made it much harder to pivot when project needs changed. With Agile, we could shift priorities and make improvements throughout development. It fit the evolving nature of this product and helped us deliver better results without major delays.