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CS-250 - Sprint Review & Retrospective – SNHU Travel Project

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### **Sprint Review & Retrospective**

#### **Applying Roles**

The cooperation of all Scrum roles was essential to the SNHU Travel project's success. The customer's voice was represented by the Product Owner (PO), who clarified changing needs and acceptance standards. In order to make sure the development team understood user expectations and could provide a feature that was in line with customer demands, the PO verified modified filtering logic when the project switched to a spa and resort-focused theme (Week 5 Journal).

In order to create the "Top 10 Destinations" feature, which filters based on user preferences and prior experiences, developers converted user stories into functional code. In order to prevent rework, developers also used Agile flexibility by proactively asking the PO and testers for clarity and reworking code for maintainability (Week 5 Journal).

Testers created edge case scenarios, such as figuring out how the app would behave if a user had no prior trip experience, verified that increments fulfilled the Definition of Done, and found bugs early. Detailed acceptance criteria, as mentioned in Week 4, facilitated the building of specific test cases. For example, it was easier to adapt scenarios when it was discovered that the "Top Destinations" feature was actually a slideshow rather than a list.

The Scrum Master oversaw the timely resolution of roadblocks while facilitating the three main Scrum events: Sprint Planning, Daily Standups, and Sprint Retrospectives. As mentioned in Week 2, backlog refinement during the sprint made that work items stayed prioritized and actionable, and daily standups followed a set format to keep everyone on the same page.

#### **Completing User Stories**

By segmenting user stories into smaller steps and improving them in response to new information, the Agile SDLC made it possible for them to be completed. For instance, backlog refinement was utilized to divide a complicated filtering functionality into smaller, testable tasks during the creation of the "Top 10 Destinations" feature. Even when acceptance criteria changed in the middle of the sprint, the team was still able to keep up its momentum because to this iterative methodology.

It was essential that developers and testers work together. "Developers and testers must guarantee the product satisfies business goals utilizing functional and wireframe testing," as Khomenko (2024) notes. Because development and testing were integrated into each sprint, possible problems were identified early on, allowing each story to be finished with assurance regarding its quality.

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#### **Handling Interruptions**

The project's scope changed halfway through to give priority to resort and spa-based locations. The team was able to adjust without major setbacks because to agile principles. Concurrently, testers revised their test cases, the PO explained new filtering criteria, and the backlog was reprioritized. These improvements required little rework because the development team had employed progressive elaboration and kept the codebase modular.

Such a late modification would have required significant re-planning and documentation revisions before any work could have started again using a Waterfall strategy. Because of Agile's flexibility, the disruption did not endanger the release.

#### **Communication**

Our team's success was built on effective communication. Quick updates and the emergence of roadblocks, like awaiting PO confirmation on budget filter logic, were made possible via daily standups. The Week 5 email to the tester and PO is a great illustration of successful asynchronous communication. The message linked requests to particular user stories, was succinct, and established a clear deadline:

“Could you please provide the updated user story details and acceptance criteria for the new filtering requirements? Specifically, I need to know which user preferences and past experience data points should be used to filter the top 10 destinations…”

This communication was successful because it gave background information, outlined the information that was required, and clarified how it would affect ongoing activity. In an agile project, communication is essential for encouraging openness and transparency, teamwork, and prompt and efficient coordination among project team members, according to Cobb (2015) (p. 148).

### **Organizational Tools**

Jira and other Agile project management tools were introduced to us; they are intended to assist teams in managing backlogs, tracking progress, and visualizing workflows. Jira's features, like dependency tracking, burndown charts, and user story boards, facilitate transparency and team priority alignment (Atlassian, n.d.).

We talked about how Jira may be used to show progress during sprint reviews, to keep things up to date during backlog refinement, and to rapidly reference work in progress during daily standups. Understanding Jira's capabilities, even if it wasn't used directly in this project, reaffirmed how crucial centralized tools are to maintaining an Agile team's organization and communication.

### **Evaluating the Agile Process**

**Pros:**

* The flexibility of Scrum allowed us to adjust project priorities and requirements mid-sprint without derailing progress.
* Frequent communication between roles led to faster problem-solving and more accurate feature development.
* Iterative planning and feedback cycles ensured that features were delivered with the user in mind.

**Cons:**

* Some user stories lacked enough detail early on, which created delays in development and testing until the PO could clarify.
* Clarification requests sometimes took longer than expected, which temporarily blocked progress.

**Verdict:**For the SNHU Travel project, a Scrum-Agile methodology worked quite well. Maintaining alignment between the product and user needs was made possible by our capacity to adjust to changes, conduct frequent check-ins, and continuously improve our backlog. Incomplete story details and sporadic communication delays presented certain difficulties, but they can be avoided in subsequent sprints by early PO engagement and more comprehensive backlog management. Overall, Scrum was a good fit for this project because of its collaborative, iterative character.

### **References**

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