**Sprint Review and retrospective**

**Applying Roles:**

During the SNHU Travel project, I took on multiple Scrum roles to fulfill a full development cycle. The roles each have their own unique and critical contributions to the project’s overall success.

As a Scrum Master, I focused on facilitating all Scrum events with consistency and proper intention. I organized daily stand-ups, sprint planning, backlog refinements, sprint reviews, and retrospectives. I also used facilitation techniques like Planning Poker and SMART goal-setting, to guarantee alignment and efficiency.

As a Product Owner, I collected feedback from stakeholders and translated it into actionable user stories. This role was crucial for backlog refinement and prioritization. Using techniques like interviews and surveys helped ensure that acceptance criteria was well-defined and the stories captured user intent.

In my role as Developer, I was responsible for implementing features based on the product backlog. Through clear communication with both the Product Owner and Tester I was able to ensure that development matched expectations. I requested detailed acceptance criteria and test case feedback to minimize rework. This was important in helping to refine the “Detox Destination” story, through aligning on its features and filters.

As the tester, I reviewed user stories for clarity and wrote test cases to validate functionality. I reached out to the Product Owner for clarification on the “book a cruise” story to determine behavior for edge cases like missing cruise dates or post-submission edits. Feedback like this helped improve how robust the development and user experience is.

**Handling Interruptions**

Agile is a great tool for changes especially when its unexpected. When the definition of a detox destination changed to possibly include filter like “vegan-friendly” or “no phones” progress did not halt. Since we are Agile the Scrum Team collaborated during sprint planning and mid-sprint refinement to adjust the backlog accordingly.

If this were a waterfall model a change in scope would be costly and disruptive since Agile encourages adaption through feedback loops and other tools, it help us incorporate stake holder feedback without completely starting over.

**Collaboration**

Open communication was critical across each role. The daily stand-ups allowed each team member to share progress and impediments. This helped maintain momentum and addressed impediments early. In discussions, we shared what we did, what was our goal and, flagged issues to resolve as a team.

Emails between team members was also a helpful tool. For example, I sent a message to the Product Owner and Tester requesting clarification on user stories and feedback on test cases. This message helped keep development aligned and avoided delays.

Using Jira as a project management tool increased communication further. It centralized user stories, acceptance criteria, and task comments, allowing us to have a traceable platform for team collaboration.

**Tools and Principles**

Sevel tools and principles contributed to our team’s success by creating structure and consistency through the project. Sprint planning helped prioritize deliverables, clarify goals, and prevent scope creep through using Planning Poker and visible timers. Daily scrums maintained alignment and provided visibility into progress and blockers. Also, backlog refinement sessions kept upcoming work prepared and improved planning accuracy by surfacing ambiguous user stories early on in development. Sprint reviews allowed the team to showcase completed features with production-like data, gather stakeholder feedback, and adjust priorities as needed. Finally, using tools like the Start-Stop-Continue method and SMART goals generated actionable improvements and accountability. Together, these actions and tools formed a continuous feedback loop that mitigated risks early, sustained delivery value, and supported an adaptative workflow.

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