Jadyn Washington

CS-250

Final Project

**Sprint Review and Retrospective**

**Applying Roles**: During this course, I took on different roles within a Scrum team as we shifted from a traditional waterfall model to an Agile methodology. Our objective was to develop an application for SNHU Travel. The team was composed of a Product Owner a Scrum Master, and a Development Team made up of both developers and testers. In this paper, I’ll examine how Scrum and Agile practices were implemented throughout the project. I’ll also reflect on whether these approaches supported the success of our final deliverable.

**Product Owner**: In an Agile environment every team member plays a vital role and the Product Owner is no exception. This position serves as the key connection between the client and the Development Team. In my role as Product Owner I took on responsibilities that extended beyond those of a typical project manager. I was tasked with outlining the project requirements drawing directly from client input as well as feedback gathered through a focus group made up of end users. It was also my job to craft and prioritize User Stories which were added to the Product Backlog. These stories ultimately guided how the Development Team planned and executed each phase of the project.

**Scrum Master:** As Scrum Master I supported the Product Owner in maintaining the Product Backlog and ensured transparency within the Scrum team. I served as the link between the Product Owner and Development Team facilitating Sprint Planning sessions once User Stories were defined. My primary role was to guide the team in Agile practices and be a resource throughout the project holding standup meetings to make sure that everyone on the team is up to date and are not facing any blockers that could potentially slow down progress.

**Development:** In the Development Team role I contributed both as a Developer and a Tester. As a Developer I had the flexibility to write code using industry best practices. In my Tester role I worked closely with the team to design test cases aimed at catching bugs early. The principle of Test early test often was central to our iterative process. Both roles were essential to delivering value in the Scrum Agile framework as this is where real progress and business impact are made.

**Completing User Stories:** The Scrum Agile approach to the SDLC helps pinpoint and manage key functionality within a project. Without proper planning software development can quickly become overwhelming. Agile makes it easier by breaking down complex tasks into smaller manageable parts. In the SNHU Travel project we gathered input from end users and translated it into User Stories. These concise, yet clear descriptions outlined the required features in a way that both users and developers could easily understand**.**

**Handling Interruptions:** Agile core emphasizes flexibility and adaptability so change is not only expected but welcomed. Uncertainty is a normal part of Agile projects and in the case of the SNHU Travel project a shift in focus toward detox and wellness travel demonstrated this. I was able to adapt by reworking existing code to align with the new direction showing how Agile supports evolving requirements without starting from scratch.

**Communication:** In the SNHU Travel project, the requested changes raised important questions about the current codebase. As a Developer my responsibility was to minimize redundancy and avoid introducing new bugs. This careful approach was reflected in clear communication with both the Product Owner and Tester throughout the process. Here is An example of how team communication should go. “Hey team! As we shift toward a wellness/detox focus I wanted to clarify the scope for the new landing page content. Are we highlighting retreat packages, holistic practices, or more general wellness education? Also Christy could you clarify with the customer on if we should make the landing page wellness/detox or should users change their profile settings .I’ll be happy to mock up a few layout options once we align.” The purpose of this email is to make sure all requirements are fulfilled and to check boxes that are unclear keeping a close communication with the team is one of the highest priorities when building projects.

**Organizational Tools:** There are multiple tools that can assist a Scrum team in shifting to Agile practices. The team utilized Azure DevOps and JIRA for the SNHU Travel project. Azure DevOps supported the transition by enabling the team to build an Agile workflow including the creation of a Product Backlog, User Stories, and Sprints. JIRA was used to track individual tasks and bugs. Both platforms were instrumental in promoting transparency across a distributed team. These technologies served as modern alternatives to traditional information radiators, offering realtime, visual updates on the project’s progress and activities.

**Evaluating Agile Process:** The SNHU Travel project greatly benefited from using the Scrum Agile methodology**.** One major advantage was the ability to adapt quickly to changes. Through regular sprint reviews and daily standups, the team could rapidly identify issues and adjust priorities, leading to better alignment with project goals. Collaboration was also enhanced even across a distributed team, thanks to the transparency provided by tools like Azure DevOps and JIRA. Frequent communication kept everyone engaged and informed about project progress. Overall, Scrum-Agile was a fitting choice for the SNHU Travel development project. The project's evolving requirements and the need for continuous feedback made Agile’s flexibility highly beneficial. Scrum’s structured framework helped maintain order and accountability, which was especially important given the remote nature of the team. While there were some hurdles to overcome, the benefits of transparency, adaptability, and team collaboration outweighed the drawbacks. A more traditional, plan-driven approach would likely have struggled to accommodate the dynamic needs of the project as effectively.

Avoid these 10 mistakes in planning software development. (n.d.). <https://devot.team/blog/planning-software-development>

GeeksforGeeks. (2025, April 24). What is Agile Methodology? GeeksforGeeks. https://www.geeksforgeeks.org/what-is-agile-methodology/

How to write a perfect software development Plan | StFalcon. (2023, November 5). <https://stfalcon.com/en/blog/post/How-to-Write-a-Perfect-Software-Development-Plan>

<https://www.romanpichler.com/blog/every-great-product-owner-needs-great-scrummaster/>