**Sprint Review and Retrospective**

Jairo Figueroa Rojas

Southern New Hampshire University

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Tenario Powell

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While working on the SNHU Travel project for Chada Tech, I further developed the travel website by adding features to satisfy customer demands. So, I had to adapt my practices and perception with the Agile Framework to deliver a successful product within the time frame provided. This project would allow customers to personalize their profiles, filter travel options (e.g., based on budget), and book vacations/trips according to these changes. During this project, I played a number of Scrum roles, including Product Owner, Tester, Developer, and Scrum Master. These different roles helped me understand the Agile principles and how collaboration changes according to the role you are playing in the project. This Sprint Review and Retrospective will go over the contributions of each role, the importance of user stories and how they were achieved, how interruptions/obstacles were handled, and what organizational tools helped along the way. Also, the Waterfall and Agile methods will be compared to emphasize the effectiveness of the Agile approach.

The roles I exerted had unique value in the project, and all must be present for a great product. As the Product Owner, I was responsible for writing, capturing, and directly communicating user stories with the other team members through the use of a product backlog, which contains a prioritized list of goals and tasks that must be worked on. For example, when a customer communicated that they wanted to filter vacation packages by budget, it translates to a software feature that needs to be implemented, thus providing valuable information for the final product. These user stories allow stakeholders, including me, to fully grasp and understand the expected outcomes of the software, which helps the team directly deliver what is being asked.

Next, as a developer, I immediately started working on the features that were addressed in the product backlog by the Product Owner. Also, I made sure to collaborate with the other team members to solve any obstacles I encountered, and communication was essential as it ensured that the software functionality was on point and covered the product’s goals. Then, as the Tester, I assessed the code functionally and product requirements through test cases, which helped prevent any major software misalignment with the goal product.

Moreover, my last role was the Scrum Master; my responsibilities were to coordinate the Scrum events, which included Sprint Planning, Daily Scrum Meetings, Sprint Review, and Sprint Retrospective. I was responsible for encouraging team members to speak and address challenges without fear, to help eliminate any adversities, and to maintain constant progress in the project at hand, which fosters a transparent, trustworthy, and highly collaborative environment that follows the Agile framework (Schwaber & Sutherland, 2020). So, it can be said that all these roles helped me understand how to collaborate within a team, depending on the role I have, and to overcome any difficulties using effective communication.

Furthermore, the Agile method was necessary for completing user stories effectively. This approach allowed me and stakeholders to structure user stories in a prioritized way, not based on the time that it will take, but rather on the effort that will be needed to accomplish them. Then, these user stories were broken down into smaller, actionable tasks, which allowed team members to start working directly on the project. This provided the team with early development and feedback, which ensured ongoing productivity and project alignment with customer demand.

As I was working halfway through the project, customers asked for a new feature, which the functionality was to allow users to rate travel/vacation packages. Using the Agile principles, my team and I did not address this as an interruption, but rather as a change, so the product backlog adopted the new user story/requested task and was re-prioritized accordingly. Thanks to the flexibility Agile offers, our team was able to adapt to the new task without losing current progress. Since Scrum events, such as the daily scrum meetings, allow the team to be aware of new changes and challenges going on with the project. This shows how essential Agile is when flexibility and adaptability are necessary.

Additionally, communication was crucial in this project, as it kept team members updated about the progression of the project and new features. Communication is further highlighted by the Scrum Events. For example, the Daily Scrum meetings allowed everybody on the team to speak up about tasks that have been completed, challenges, and possible solutions/strategies that could be implemented. Another example is Sprint Reviews and Sprint Retrospectives, as these allowed the team to receive feedback on the project’s current progress and gave the team members space to reflect and speak about suggested improvements.

Organizational tools and Scrum events were necessary for this project, as they encourage communication and collaboration. For example, a tool like Jira can make it easy for stakeholders to change task prioritization and track obstacles within the project as it updates them on user stories/tasks that need to be done. Also, the product backlog gave the team tasks to work on in a prioritized structure, which were addressed in all the Scrum events, thus giving the team the opportunity to enhance coordination and organization in the completion of tasks/ user stories. So, it can be ruled out that all these tools emphasize a collaborative environment that allows SNHU to deliver a high-value product.

In conclusion, the SNHU Travel project was successful thanks to the use of the Agile framework, as it supported concepts such as collaboration, adaptability, and effective communication. This allowed our team to adapt to changing needs and deliver as prompted. Agile provides flexibility, requires constant communication, and emphasizes collaboration, but despite all of that it ensures a successful product. Now, when compared to the waterfall method, Agile offers a productive environment that can adapt to rising challenges, which ensures the product is delivered on time.

**References**

Schwaber, K., & Sutherland, J. (2020, November). The Scrum Guide. https://scrumguides.org/docs/scrumguide/v2020/2020-Scrum-Guide-US.pdf