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Sprint Review and Retrospective

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During the SNHU travel website project, I took on different roles as part of the scrum-agile team. Each role had a special job that helped our project succeed. As the product owner, I made sure we understood what the customer wanted by writing clear user stories and made sure they were added to the product backlog in the right order. As a developer, I worked with the team to build the features the customer needed. We worked in short sprints, so we could check our progress often and not get burned out. As the tester, I made sure our code worked correctly and caught problems early before they became a major issue. Each person had an important part to play, and that teamwork helped us reach our goals in a timely and efficient manner.

Using scrum-agile helped our team complete user stories in small, easy-to-handle pieces as opposed to trying to do everything at once, we worked on the most important things first. In one sprint we focused on building a feature that lets users search for vacation packages. The user story said, "As a customer, I want to search for wellness vacations so that I can find the best option for me." By working together and checking in every day during the daily scrum, we were able to finish this story on time. We also had sprint planning meetings to decide what stories to focus on next, while we had a great

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handle on things, sometimes things changed. For example, halfway through one sprint, SNHU Travel told us they wanted to focus more on wellness travel instead of regular vacation packages. As we are a scrum-agile team, while this request may not have been the most ideal, we were still able to adapt quickly. We talked about the change in our next sprint planning meeting and changed the backlog to focus on wellness travel, this flexibility is one of the best parts of operating as a scrum-agile team. According to Cobb, "Scrum allows teams to respond quickly to changing business needs" (Cobb, 2015).

Our team also used communication tools like Slack and email to stay connected. Here is one example of a message I sent as scrum master:" Hey team, just a reminder that our sprint review is tomorrow at 12 PM EST. Please come ready to show what you've worked on. Also, think about any blockers you had so we can talk through them." This message helped everyone stay on track and prepare as communication like this made sure we were all working toward the same goals and helped us support each other. We also used tools like Trello and Jira to track our work. We made a board with columns for "To Do," "In Progress," and "Done." This helped us see what needed to be done and what was already finished. The scrum events, like sprint planning and sprint retrospectives, helped us stay organized and reflect on what we could improve. As Rubin explains, "Sprint

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Retrospectives give the team a chance to discuss what went well and what can be improved" (Rubin, 2013). Scrum-Agile had both good and challenging parts during the SNHU Travel project. A big advantage was the ability to respond to changes quickly; it also helped us stay focused and work as a team. One con was that it was sometimes hard to finish a user story in just one sprint, especially when things got complicated. But overall, Scrum helped us build a better product step by step. In my opinion, Scrum-Agile was the best choice for this project, it gave us the tools to stay flexible, work closely as a team, and deliver features that the client really wanted.

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**References**

Cobb, C. G. (2015). The project manager's guide to mastering agile: Principles and practices for an adaptive approach. Wiley.

Rubin, K. S. (2013). Essential Scrum: A practical guide to the most popular Agile process. Addison-Wesley.