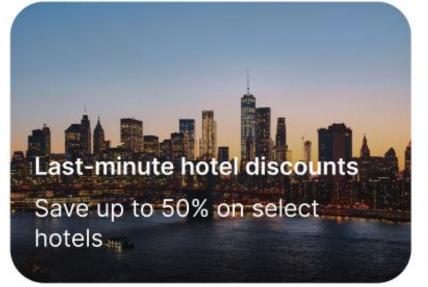
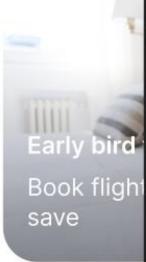
Group 15

Reshma Savari Rajan, Jay Parekh, Anusha Prakash, Saipavan Katta, Rakesh Soni

TravelMate – Agile Simulation Presentation

Promotions & Offers







Weekend getaways



Family packages



Luxury escapes



Adventure tours

Agenda

Overview

Agile
Workflow in
Practice

JIRA Agile Artefacts

Sprint 1

Sprint 2

Sprint 3

Final Demo

Conclusion & Personal Reflection

Overview

What is TravelMate?

A **trip-planning app** that helps users find destinations, book accommodations, and build detailed itineraries with ease. The product vision was built around **delivering value early** and evolving based on feedback.



Adopted Scrum framework (4 sprints including Sprint 0).



Followed Scrum ceremonies:

Sprint Planning
Daily Standups
Sprint Reviews
Sprint Retrospectives



Used Agile artifacts:

Product Backlog, Sprint Backlog, Burndown Charts, Velocity Charts



Team tools:

JIRA: For backlog, sprint planning, charts

Figma: For interactive wireframes

Teams/Zoom: For communication,

standups

Agile Workflow in practice

PO: Rakesh

 Prioritized backlog, wrote stories SM: Reshma

 Facilitated sprints, ensured flow **Devs**: Jay, Anusha, Saipavan

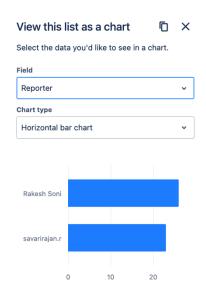
 Designed and built wireframes, updated status

Sprint Planning: Created do-able stories from backlog, estimated via Planning Poker (2, 3, 5, 8 points).

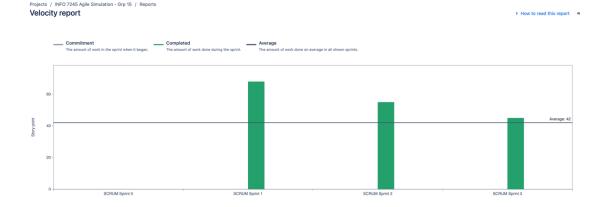
Daily Standups: Shared updates/blockers using 3question model. **Sprint Reviews:** Demoed wireframes, updated stakeholders.

Retro spectives: Identified blockers & improvements

Sprint	Key Deliverables	Challenges	Improvements
Sprint 0	Tool setup, initial wireframe ideas	Time constraints	Clearer roles
Sprint 1	Login, Home, Booking flow	Overlapping tasks	Better task allocation
Sprint 2	Booking, Checkout, Profile	Hardware failure	Improved communication
Sprint 3	Final features, chat support, itinerary sharing	Bug in trip templates	Enhanced design & teamwork

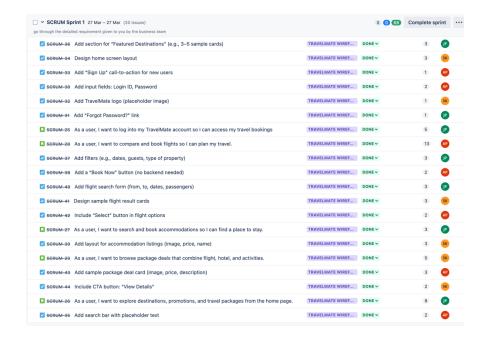






JIRA Agile Artefacts

- "Closed-window rule" followed no scope changes mid-sprint
- Used **Planning Poker** to assign story points
- Self-organizing team & customercentricity applied



Projects / INFO 7245 Agile Simulation - Grp 15 / Reports

Sprint burndown chart

Sprint Burndown Chart

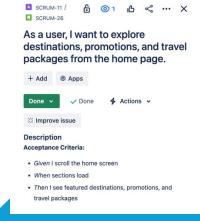
Sprint Burndown Chart

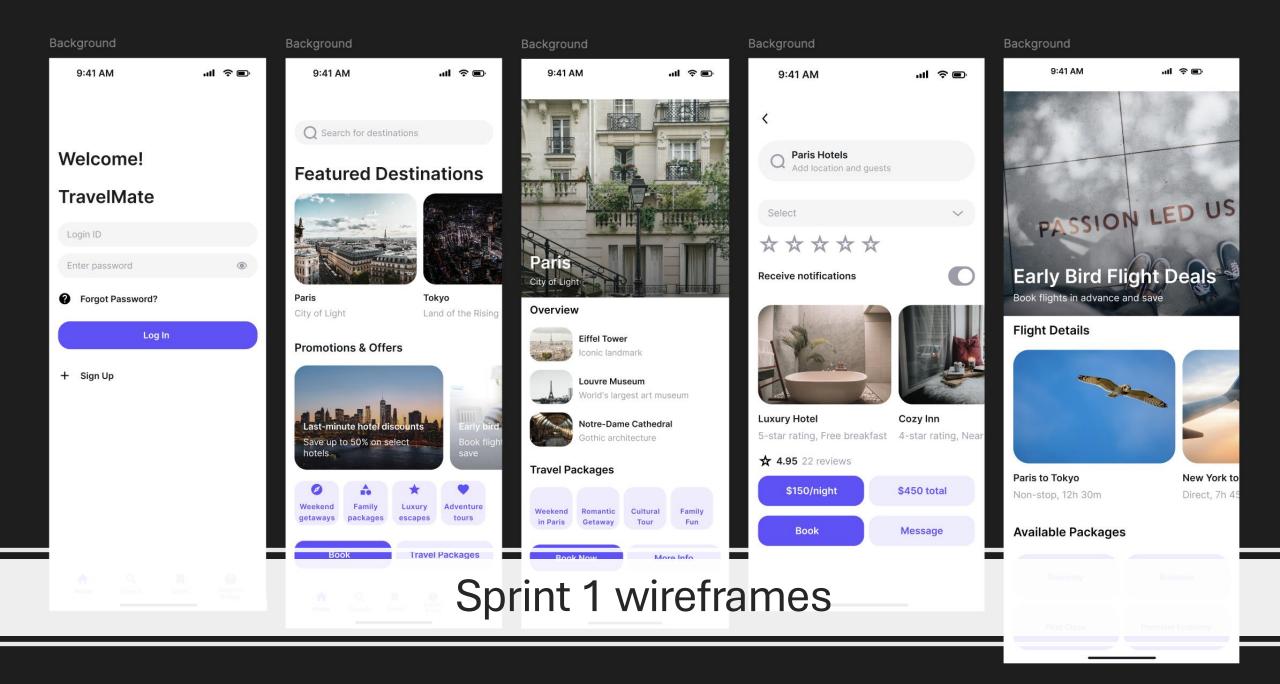


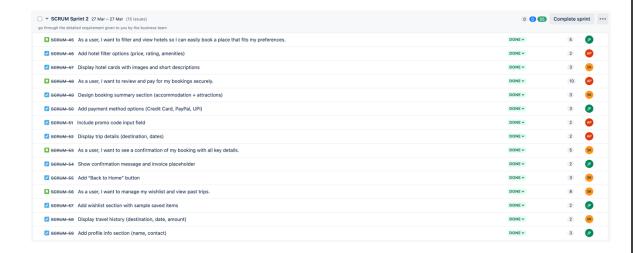
Sprint 1 Walkthrough

- Sample User Story
- Task Allocation
- Burndown Chart

> How to read this report <



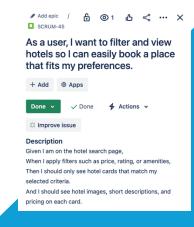


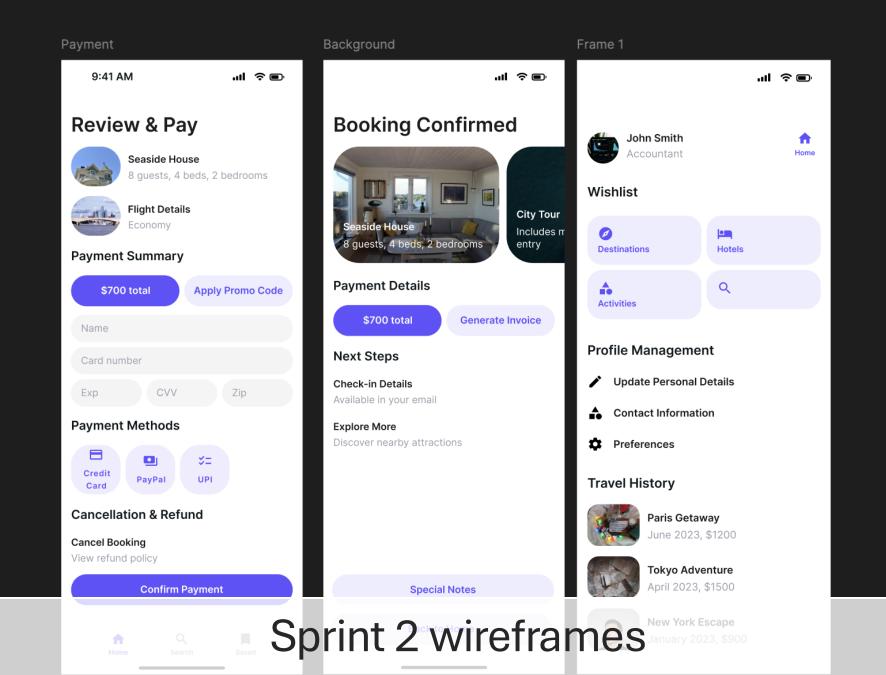


Sprint burndown chart Serving Estimation field SCRUM Sprint 2 Date - March 27th, 2025 - March 27th, 2025 Sprint goal - go through the detailed requirement given to you by the business team Remaining work Remaining w

Sprint 2 Walkthrough

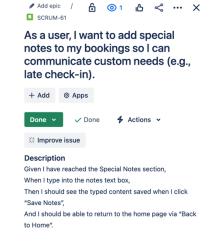
- Sample User Story
- Task Allocation
- Burndown Chart

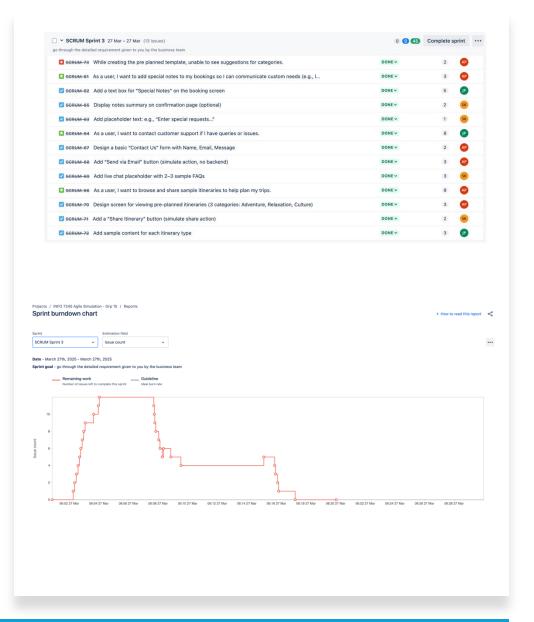


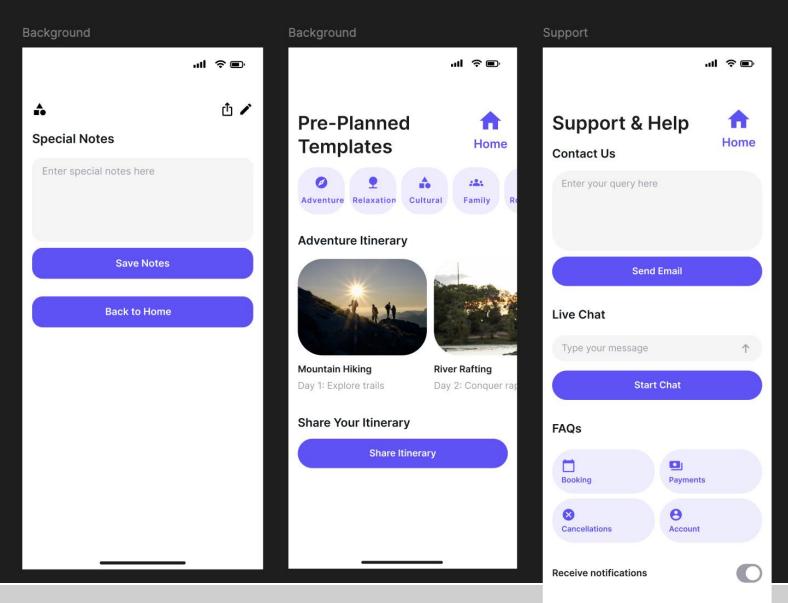


Sprint 3 Walkthrough

- Sample User Story
- Task Allocation
- Burndown Chart
- Encountered a bug



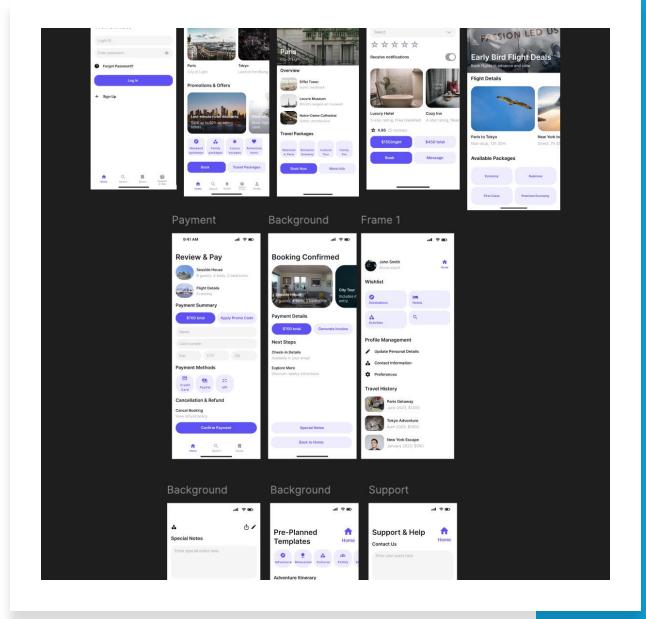




Sprint 3 wireframes

Final Demo

https://www.figma.com/proto/bipU22Pl JLPjS5lFqeYJZu/Group15_Agile-Scrum?node-id=137-2&t=UBEpyGy9EqmfAvsD-1



Key Insights and Reflections

"Agile is more than a framework – it's a way of thinking, collaborating, and delivering iteratively with purpose."

Key Insights

- Breaking down work into user stories helped us stay focused and outcome-driven.
- Daily check-ins ensured transparency, allowing us to catch blockers early.
- Sprint retrospectives gave us a rhythm for continuous improvement.
- Wireframes evolved naturally over sprints, mirroring our growing clarity around user needs.
- Agile ceremonies helped us operate as a selforganizing team rather than waiting on instructions.

Rakesh (Product Owner):

"I learned how to prioritize user value over features. Writing stories with acceptance criteria sharpened my focus on what matters most."

Reshma (Scrum Master):

"Facilitating sprint rituals taught me the importance of servant leadership. I focused on keeping the team unblocked and synced."

Jay (Developer):

"I enjoyed translating user stories into UI elements. Estimating effort helped me understand the real weight of tasks."

Anusha (Developer):

"This simulation showed me how design and logic evolve together. Seeing our wireframes come alive sprint by sprint was very rewarding."

Saipavan (Developer):

"I improved my ability to break tasks down and iterate. Working in sprints gave me confidence in handling scope without overwhelm."

Conclusion

Conclusion

- Our Agile journey with TravelMate showed us the value of iterative design, collaboration, and time-boxed delivery.
- Each sprint brought us closer to a usable product and taught us how to **balance planning with adaptability**.

Challenges We Faced

- **Scope creep early on:** Fixed with better backlog refinement and the closed-window sprint rule.
- **Time constraints**: We focused on must-haves, prioritized based on effort vs. value, and improved sprint planning.
- **Unclear task ownership**: Retrospectives helped us realign and clearly assign responsibilities in later sprints.
- Hardware issue in Sprint 2: We adjusted workloads and communicated clearly to stay on track.

How We Overcame Them

- Agile rituals gave us **structure without rigidity**.
- Our self-organizing team improved through retrospectives and **transparent communication**.
- We embraced feedback, adapted quickly, and delivered a cohesive, user-focused MVP.