# **Sprint Review and Retrospective**

**Applying Roles**  
In our Scrum-Agile team, each role played an important part in making the SNHU Travel project successful. For example as the Product Owner, I made sure to prioritize user stories and clearly communicate what the client needed. This helped the team focus on what was most important. As the Developer I turned these user stories into working code, moving the project from planning to action. The Tester’s role was to make sure everything worked as it should by running tests and catching issues early. As the Scrum Master, I led meetings and kept everyone on track, making sure that communication was smooth. Each role was extremely important, and together they led to a successful project.  
  
**Completing User Stories**  
Using the Scrum-Agile approach really helped us complete user stories efficiently. By breaking the project into sprints, we focused on a few tasks at a time, which made the work more manageable. For example one user story was about creating a top destinations list for the SNHU Travel app. We were able to refine this feature in each sprint, improving it based on feedback. This method of working in iterations helped us make sure each user story was fully developed and added value to the project.

**Handling Interruptions**  
One of the best things about the Scrum-Agile approach is how it handles changes. During the SNHU Travel project, the client requested a change in the user interface halfway through the work. Agile’s flexible nature allowed us to adapt without throwing off the entire project. We re-prioritized tasks and adjusted our sprint goals to include the new design. This flexibility helped us stay on course and meet the client’s needs.

**Communication**  
Communication was a big part of why we did well. We had daily stand-ups, sprint reviews, and retrospectives to keep everyone in the loop. These meetings helped us stay on the same page and quickly fix any issues. For example during one sprint review, I shared what we had accomplished so far. The team gave feedback that led to some key changes for the next sprint. This kind of open communication really brought the team together and kept things moving forward.  
  
**Organizational Tools**  
JIRA was super helpful in keeping everything organized. It let us track tasks, manage sprints, and see everyone’s progress as it happened. With JIRA, everyone knew what was going on, which cut down on confusion and helped us avoid mistakes. It also made it easy to adjust our plans when needed, so nothing slipped through the cracks.

**Evaluating Agile Process**  
Using Scrum-Agile had its good and bad sides during the SNHU Travel project. On the good side, it was flexible, so we could adapt to changes and keep things moving smoothly. We could deliver working software at the end of each sprint, which kept the client happy and involved. But there was a downside too. Being so flexible sometimes made it hard to stick to the original plan, which could complicate things. Still I think Scrum-Agile was the right choice for this project because it kept us focused on what the client needed and helped us deliver a high-quality product in the end.

**References**

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