Chada Tech

SNHU Travel Project: Sprint Review and Retrospective

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**Review and Retrospective: Applying Roles**

Throughout this course, I took on various roles within a Scrum team, which was transitioning from a waterfall model to Agile for developing an application for SNHU Travel. The team consisted of a Product Owner, Scrum Master, and Development Team (including Developers and Testers). This paper analyzes the application of Scrum-Agile methodologies throughout the project, evaluating how these methods influenced the final deliverable.

**Product Owner**

Every Scrum team member plays a crucial role in ensuring project success, but the Product Owner's role is especially significant because it serves as the direct link between the client and the Development Team. As the Product Owner, my responsibilities extended beyond traditional project management to include defining project requirements. These requirements were gathered through direct client feedback and a focus group with various end-users. I was also in charge of creating and prioritizing User Stories that were added to the Product Backlog. These User Stories directly shaped how the Development Team approached the project from start to finish.

**Scrum Master**

In my role as Scrum Master, I supported the Product Owner with the creation and maintenance of the Backlog while ensuring transparency throughout the Scrum process. I acted as the liaison between the Development Team and the Product Owner. Once the Product Owner defined the User Stories, I facilitated the Sprint Planning session to review each User Story being accepted into the first Sprint. During the Sprint Planning, we employed the planning poker estimation technique, which helped the team assess the level of effort required for each User Story. With the Backlog established, development commenced. I also led the daily Standup meetings, which provided an opportunity for team members to share progress and identify any blockers. As Scrum Master, my goal was to be a resource for the team and guide them through the Agile process.

**Development Team**

In my capacity as both a Developer and a Tester, I had the freedom to structure my code using industry best practices. As a Tester, my role was equally crucial, as it involved collaborating with team members to create test cases that could identify potential bugs early. "Test early, test often" is a widely recognized principle in the software development field. (Cobb, 2015). These roles are where the business value of the project is realized.

**Review and Retrospective: Completing User Stories**

The Scrum-Agile approach to Software Development Life Cycle (SDLC) is particularly effective in isolating critical project functionalities. Planning a software project can be complex, but breaking down tasks into smaller increments greatly increases the likelihood of a successful deployment. In the SNHU Travel project, User Stories were created from end-user feedback. These stories defined the necessary functionality and served as concise, descriptive representations of user needs. Each User Story follows a standard format of who, what, and why: the "who" represents the intended user, the "what" identifies the task the user needs to complete, and the "why" explains the value this functionality brings to the user.

**Review and Retrospective: Handling Interruptions**

Agile’s flexibility allows it to adapt to changes, and this quality proved vital during the SNHU Travel project. The decision to shift the project's focus to detox/wellness travel destinations required us to revise the already developed code to accommodate the new requirement. This ability to pivot quickly, while maintaining progress, underscores Agile's inherent strength in handling interruptions and changes in direction.

**Review and Retrospective: Communication**

During the SNHU Travel project, requested changes raised questions about the functionality of the existing codebase. As a Developer, my responsibility was to ensure that the code remained efficient and free from redundancy, all while avoiding the introduction of new bugs. The communication to the Product Owner and Tester, as shown in the example email below, is a good representation of how I managed this process:

*To: Christy (Product Owner), Brian (Tester)*

*Cc: Ron (Scrum Master)*

*From: Nicole (Developer)*

*Subject: New Requirements Clarification and Testing Guidelines*

*Hi Christy & Brian,*

*Following our discussion, I am starting to revise the code to implement the new requirements for focusing on detox/wellness travel destinations. If the original codebase remains unchanged, the new addition should be relatively simple to implement. However, Christy, could you confirm with the customer whether they want the default display to show detox/wellness destinations or if the user should select it in their profile? Also, Brian, would you be able to provide some test case scenarios for me to implement in the code?*

*Thanks,*

*Nicole*

This email is concise, restates the requirements, and asks for clarification from the Product Owner. It also requests additional testing scenarios from the Tester, all in a professional and proactive tone. This approach promotes transparency and collaboration, key components of the Scrum framework.

**Review and Retrospective: Organizational Tools**

There are various tools that facilitate the Scrum team's transition to Agile. For the SNHU Travel project, we relied on Azure DevOps and JIRA. Azure DevOps supported the Agile process by allowing us to create and manage the Product Backlog, User Stories, and Sprints. We used JIRA to track individual tasks and manage bugs. Both tools were invaluable for maintaining transparency in a distributed team environment. Our daily Standups were conducted remotely using video conferencing platforms like Webex and Skype, providing an alternative to traditional information radiators. These tools offered a real-time visual representation of the project’s status, ensuring that everyone remained informed.

**Review and Retrospective: Evaluating Agile Process**

The Agile approach to the SNHU Travel project had several benefits but also presented some challenges. While it offered flexibility and the ability to adapt to changing requirements, it also made predicting the project's scope and budget difficult. Without clear scope control, the project risked becoming derailed. However, the flexibility of Agile allowed us to incorporate stakeholder feedback continuously, resulting in higher product quality and stakeholder satisfaction. Ultimately, despite its unpredictability, Agile proved to be the best choice for the SNHU Travel project, providing transparency, flexibility, and a high-quality product that met both the development teams and the customer’s needs.

In conclusion, while Agile has its challenges, it offers significant advantages in creating value-based products. It fosters collaboration, enhances product quality, and is increasingly becoming a preferred methodology for project management. Though it introduces some uncertainty, the benefits it offers in terms of customer retention and organizational stability far outweigh the risks.

**References**

Cobb, Charles G. (2015). The Project Manager’s Guide to Mastering Agile: Principles and

Practices for an Adaptive Approach. Wiley.