Sprint Review and Retrospective

SNHU

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The SNHU Travel project marked the first implementation of the Scrum-Agile framework by our team at Chada Tech as part of a company-wide transition into Agile methodology. As the Scrum Master on the project, I was responsible for guiding the team through each stage of the software development life cycle and ensuring Scrum principles were followed.

One of my primary responsibilities as Scrum Master was to facilitate open communication and collaboration among the team. I led daily stand-up meetings which allowed each team member to share progress, outline their goals for the day, and raise any blockers in their path. These brief sessions helped the team maintain momentum, improve transparency, and allow us to adapt to any issues during our Sprint cycles quickly.

Each role on the team contributed to our success. The Product Owner maintained a well-defined and prioritized product backlog that reflected evolving stakeholder needs throughout development. I supported their efforts through backlog refinement and helped frame the user stories through team discussions during our sprint planning. This ensured that the product aligned with the desired outcome.

The Developers translated these user stories into functional software during each Sprint iteration. The collaboration between the product owner and developers ensured that user stories were clearly understood and that the correct features were implemented to align with SNHU Travel requirements.

For example, when the client requested a change in direction—shifting the focus from general travel destinations to the top five detox and wellness destinations—The Product Owner made sure that this change was communicated to the team and updated the backlog accordingly. This flexibility highlighted Scrum’s ability to accommodate change without restarting the entire planning phase, unlike in a Waterfall model.

The Scrum-Agile approach allowed our team to deliver working software in manageable, iterative increments. By applying practices such as sprint planning, daily check-ins, and definition of done, we could organize around one or two stories at a time. This allowed the team to focus its efforts each sprint on small, well-scoped user stories.

One example was the user story, “As a traveler, I want to see the top five detox and wellness destinations with images and descriptions so that I can decide where to go.” This story was broken into tasks and prioritized early in the backlog. The team then delivered a demo successfully over one sprint for testing and feedback.

Throughout the project, strong communication in Agile methodology played a significant role in our team’s success. By encouraging open discussions during daily check-ins and fostering a collaborative environment, we avoided pitfalls seen in projects like CD Projekt Red’s Cyberpunk 2077. Where poor communication led to isolation and releasing flawed, buggy product. In contrast, we managed to find issues early and resolve them quickly, leading to better results.

The decision to use Agile-Scrum also allowed the use of shared organizational tools. Such as a visible task board to ensure sprint goals and progress are transparent to all. This reduced confusion and encouraged ownership, helped the team stay focused on high-priority items.

Looking back on our development, we relied heavily on the core Scrum events. Sprint Planning provided a shared understanding of our objectives and sets achievable goals. Daily stand-ups helped in surfacing blockers and adjusting quickly. Sprint reviews ensured our work aligned with stakeholder expectations. While retrospectives allowed for continuous growth by highlighting both strengths and areas for improvement after each Sprint.

These events reinforced individual accountability and gave structure to our workflow. By having defined processes for planning, communication, feedback, and reflection, we were able to manage time effectively and deliver consistent, functional features after each sprint.

Evaluating the overall experience, the Scrum-Agile approach proved highly effective for the SNHU Travel project. Its emphasis on flexibility and visibility helped us adapt to shifting and unclear client requirements without losing focus or momentum. Compared to the rigid, phase-gated structure of Waterfall, Scrum enabled iterative delivery and quick course correction. All of which were essential for this project.

Therefore, based on this experience, I believe that Scrum-Agile is a strong fit for Chada Tech’s future development initiatives. I strongly recommend that the company continues investing in Scrum training and adoption across the teams. Doing so will not only support the delivery of high-quality, client-driven applications, but will also cultivate a culture of collaboration, transparency, and continuous improvement across the company.

Citation.

Macgregor, J. (2025, May 24). *CD Projekt Red reflects on its hubris following The Witcher 3's*

*success, and how that led to Cyberpunk 2077's problems: "I think that was the beginning of a bit of magical thinking for the company"*. PC Gamer. https://www.pcgamer.com/games/the-witcher/cd-projekt-red-reflects-on-its-hubris-following-the-witcher-3s-success-and-how-that-led-to-cyberpunk-2077s-problems-i-think-that-was-the-beginning-of-a-bit-of-magical-thinking-for-the-company/