**CS 250 Final Project: Sprint Review and Retrospective**

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### **Sprint Review and Retrospective**

#### **Applying Roles**

Throughout the course, I assumed various roles within a Scrum-Agile team. As a developer, I focused on writing and testing code for the SNHU Travel application, specifically developing a Java Swing slideshow that highlighted detox and wellness travel destinations. In the tester role, I created and revised test cases aligned with evolving user stories. As a product owner, I prioritize user stories based on customer value and manage the product backlog. Lastly, as Scrum Master, I facilitated team communication, resolved blockers, and ensured the team followed Agile principles. Each role contributed significantly to the success of the project by maintaining collaboration, shared responsibility, and continuous feedback.

#### **Completing User Stories**

The Scrum-Agile approach helped our user stories come to life through iterative development and clear prioritization. For example, as we worked on the slideshow feature, user stories such as “As a user, I want to view top travel destinations in a slideshow format” were broken into manageable tasks, including image display, navigation buttons, and destination descriptions. Working in short sprints allowed us to continuously deliver value and adapt based on feedback and changing project goals.

#### **Handling Interruptions**

Midway through development, the project scope shifted to focus on wellness and detox travel. Because we were following Scrum, we were able to adapt quickly by re-prioritizing user stories and modifying the application content without delaying delivery. We updated images and descriptions to reflect the new theme and revised our backlog accordingly. This flexibility is one of the major benefits of Agile; it allows us to continue making progress without starting over.

#### **Communication**

Communication played a critical role in our team’s success. For example, when switching from a general travel theme to detox/wellness, I communicated with the team through discussion posts outlining the required changes and clarifying expectations. I also provided feedback on backlog prioritization, test case alignment, and code functionality. Our daily standups (simulated through regular updates and group posts) ensured that everyone stayed aligned. These open lines of communication encouraged collaboration and reduced misunderstandings.

#### **Organizational Tools**

Although we did not use a live Agile project-management tool, the use of a shared backlog, test case templates, and development timelines served as simplified stand-ins. In a real-world setting, tools like JIRA or Trello would allow us to visualize tasks, assign work, and track sprint progress. Scrum events such as sprint planning, reviews, and retrospectives enhanced transparency and gave structure to our work. If this were an ongoing team, incorporating tools like JIRA would improve efficiency, especially for backlog grooming and sprint tracking.

#### **Evaluating Agile Process**

The Scrum-Agile process offered several advantages during the SNHU Travel project:

**Pros:**

* Adaptability to changing goals (e.g., switch to wellness theme)
* Increased collaboration and shared responsibility
* Faster feedback loops and incremental progress

**Cons:**

* Requires strong communication and consistent engagement
* Can be overwhelming if Agile roles and events are new to the team

Overall, I believe Scrum-Agile was the right approach for this project. Its iterative nature allowed us to navigate change smoothly, and the emphasis on team roles and feedback ensured that the product met expectations. Had we used a waterfall approach, the late-stage scope change would have caused significant delays and possibly rework.

**References:**

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