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CS 250

Module 7 Project

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**SNHU Travel Project**

**Scrum Master Sprint Review and Retrospective**

**Applying Roles**

The SNHU Travel project was a team effort, with each Scrum role contributing to a cohesive and successful result. Throughout the project, I performed multiple Scrum roles that collectively supported a successful outcome. As the Scrum Master, I facilitated key Scrum events including Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Reviews, and Retrospectives. These events allowed the team to remain focused, adjust course when needed, and reflect on how to continuously improve. In Sprint Planning, I worked with the Product Owner and development team to clarify sprint goals and determine the team’s capacity to deliver.

As the Product Owner, I maintained ongoing communication with stakeholders and users to ensure the product met their expectations. For example, I gathered insights into user preferences for the top five destinations feature, which allowed the development team to prioritize what added the most value. Engaging early helped reduce rework and improved clarity in feature development.

As the Tester, I wrote test cases based on well-structured user stories. The most helpful element was the format “As a [type of user], I want to [do something] so that I can [achieve goal],” which clarified purpose and outcomes. Acceptance criteria were especially useful because they functioned as a checklist for expected functionality. Collaborating with the Product Owner helped fill in missing details, such as when filters should be applied and how users would interact with the site.

Finally, as the Developer, I communicated with both the Product Owner and Tester to confirm requirements and finalize the slide show component of the application. Sending a confirmation email requesting final image approval and verifying functionality ensured timely development and testing.

**Completing User Stories**

The Agile-Scrum framework supported completion of user stories by encouraging collaboration and breaking down work into manageable increments. Each story provided context and structure, guiding both development and testing. For instance, in the story related to the travel slideshow, writing clear acceptance criteria helped define the expected behavior for navigation buttons and filter application.

Frequent feedback loops allowed us to adjust priorities or clarify vague requirements. When there were questions about search bar placement or login requirements, I reached out to the Product Owner through email, asking for specific clarification. These timely conversations helped ensure that stories were refined enough for accurate testing and delivery.

**Handling Interruptions**

While the project was simulated, we explored how Agile supports change without major disruption. For example, a revised product vision required us to confirm the wellness theme and adjust destination content. Instead of reworking the entire project, I contacted stakeholders to confirm final materials and adjusted development within the existing sprint. Agile’s iterative nature made this possible.

If we had followed a traditional waterfall model, these late-stage changes could have required rewriting documentation and moving backward in the SDLC, potentially delaying delivery. Agile’s ability to pivot allowed us to meet updated expectations without compromising the timeline (Ambler, n.d.).

**Communication**

Effective communication was a key component of the SNHU Travel project. Emails were used to clarify design and functionality questions, such as where filters should appear and whether log-in was required. In one message to the Product Owner, I asked about the site’s look, layout, and how filters would function during the slide show. These questions helped clarify user stories and resulted in more precise development and testing.

Team collaboration was also supported by daily stand-up meetings, where progress was shared, and blockers were addressed. For example, confirming test readiness with the tester via email helped streamline handoff and ensured accurate verification of features. These examples demonstrate how targeted, respectful communication can strengthen alignment and efficiency (Cobb, 2015).

**Organizational Tools**

Organizational tools and Scrum principles contributed significantly to team success. Backlogs kept our work focused, and sprint planning helped us commit only to what was realistic. Standups promoted accountability and fast issue resolution, while retrospectives allowed us to reflect and identify what worked and what needed improvement.

Although no specific tool like Trello or Jira was used in the course simulation, the process of maintaining updated user stories and checklists mirrored real-world Scrum practices. The use of acceptance criteria for each user story ensured transparency and goal alignment across roles (Garcia et al., 2022).

**Evaluating Agile Process**

The Scrum-Agile approach demonstrated its effectiveness in the SNHU Travel project. It facilitated flexibility, promoted regular communication, and allowed for the incorporation of changes without disrupting progress. A significant advantage was the capacity to adapt based on updated product visions and feedback. Additionally, the clear delineation of responsibilities by role ensured comprehensive coverage of planning, testing, and delivery.

A challenge was the lack of specific visual design details in the initial user stories, which caused delays in developing test cases. However, this issue was resolved through communication with the Product Owner and iterative clarification—something a Waterfall model would not have handled as easily (Heath, 2021).

Overall, Agile was the best approach for this project. It allowed for feedback-driven development, adaptive responses to change, and greater team cohesion. Based on this experience, I believe the Agile-Scrum framework offers significant benefits over traditional methods and recommend that ChadaTech move forward with adopting it across all teams.

**References**

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Heath, F. (2021). The professional Scrum Master guide: The unofficial guide to Scrum with real-world projects. Packt Publishing.