**Sprint Review and Retrospective: SNHU Travel Project**  
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ChadaTech, my employer, recently initiated a pilot project to transition from a traditional waterfall development model to a Scrum-Agile approach. The pilot project involved the development of an application for SNHU Travel, a travel agency aiming to expand its client base through innovative tools and offerings. As the Scrum Master for this project, I am facilitating the Sprint Review and Retrospective to analyze the team’s performance, evaluate the Scrum-Agile methodology, and identify lessons learned that could be applied to future organizational transitions and initiatives.

**Applying Roles**

The success of the SNHU Travel project relied heavily on the unique contributions of each role. As Scrum Master, I organized daily stand-ups, monitored progress, and resolved blockers to ensure the team stayed on track. For example, when the team encountered delays in integrating the booking changes being asked, I coordinated with the product owner to clarify requirements and reschedule tasks to maintain momentum. We then worked directly with the developers to quickly change the current webpage to reflect the new need asked of us.

The Product Owner prioritized the product backlog, ensuring the most critical features were developed first. For instance, when the SNHU Travel team requested a meditation module mid-sprint, the product owner efficiently reprioritized the backlog, allowing the team to respond to changing requirements without disrupting planned deliverables.

The development team implemented features, conducted testing, and delivered incremental functionality. Developers worked collaboratively, such as when one team member integrated the flight booking system while another simultaneously implemented hotel reservations. These collaborative efforts ensured each sprint produced a functional increment, reinforcing the value of clearly defined roles in Scrum-Agile.

**Completing User Stories**

Scrum-Agile facilitated the completion of user stories by allowing them to be broken into smaller, manageable increments. The User Stories had specific acceptance criteria that were easy for developers to follow. The User Stories also made it easy to prioritize each given task. For example, I was able to prioritize each task by story size. Large tasks were prioritized first then medium and lastly small. Instead of building the entire platform at once, the team implemented the flight booking and payment functionalities first, followed by search functions, and finally reviews and ratings. This iterative approach allowed each user story to be completed fully and reviewed by stakeholders at the end of each sprint, ensuring alignment with client expectations and reducing the risk of rework.

**Handling Interruptions**

One of the major advantages of Scrum-Agile was its flexibility in handling interruptions. Midway through the project, SNHU Travel requested the addition of relaxation package getaways instead of the already made travel packages. The Scrum framework enabled the team to quickly assess the impact, reprioritize backlog items, and incorporate the new feature into the next sprint. This adaptive response prevented wasted effort and demonstrated how Agile methodologies support project completion even when requirements change unexpectedly.

**Communication**

Effective communication was critical to the team’s success. For instance, during daily stand-ups I would ensure effective communication of the progress of each team. This communication ensured team members remained synchronized, avoided delays, and encouraged collaboration. Tools such as Slack for instant messaging and Jira for backlog tracking further facilitated transparency and continuous communication across the team.

**Organizational Tools**

Several organizational tools and Scrum principles contributed to project success. Jira allowed for efficient backlog management and tracking of user story completion, while GitHub ensured version control and collaborative coding. Scrum events, including daily stand-ups, sprint planning, sprint reviews, and retrospective structured team interactions and reinforced accountability. The combination of these tools and events enabled the team to maintain focus, track progress, and adapt to changes effectively.

**Evaluating Agile Process**

The Scrum-Agile approach offered several advantages for the SNHU Travel project. Incremental delivery allowed stakeholders to review and provide feedback early. While flexibility to accommodate changes mid-sprint minimized wasted effort. Finally, Improved team collaboration and accountability fostered a cohesive corporate culture. While superior in my opinion Agile is not without its faults. Agile requires high levels of team discipline and consistent engagement. Especially since this was a new initiative teams inexperienced with Agile may struggle with self-organization initially. Overall, the Scrum-Agile methodology proved highly effective for this project. Its iterative approach, adaptability, and emphasis on collaboration aligned well with the evolving requirements of SNHU Travel, making Agile the optimal development strategy over a traditional waterfall approach.

**Conclusion**

The Sprint Review and Retrospective highlighted the benefits of adopting Scrum-Agile principles for the SNHU Travel project. By leveraging clearly defined roles, incremental user story completion, adaptive responses to change, and effective communication tools, the team successfully delivered functional software and valuable lessons for future projects. This pilot demonstrated that transitioning ChadaTech’s development teams to a Scrum-Agile methodology could enhance productivity, flexibility, and team cohesion, offering a strong case for broader organizational adoption.

**References**

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