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4/20/2025

CS 250

Sprint Review and Retrospective

In the SNHU Travel project, all Scrum and Agile team roles played a crucial part in making the project successful. As the Product Owner, I prioritized the product backlog based on stakeholder feedback to maintain the team's alignment with business goals. For example, I defined user stories that focused on customer-facing functionality, such as destination filters and secure booking forms. As a Developer, I collaborated during sprint planning to estimate work in story points, which led to accurate velocity measurements. The Scrum Master role was essential for conducting daily standups and removing roadblocks, like a GitHub merge conflict that temporarily slowed progress. These distinct roles were responsible for holding team members accountable, ensuring transparency, and fostering incremental progress.

The Agile methodology enabled the regular delivery of user stories through iterative development. For example, in designing the user login feature, we broke the story into manageable subtasks (error handling, auth logic, and UI design) and completed them in two sprints. Real-time feedback during sprint reviews allowed us to modify features based on input from stakeholders. Sprint planning and backlog grooming through agile practices like these helped us focus on only actionable, high-value work. Unlike the waterfall method, which might provide stakeholder feedback later, Agile allowed us to deliver working software early and frequently, fostering stakeholder satisfaction.

Midway through development, our project was derailed when SNHU Travel changed the scope, adding mobile responsiveness as a top-priority task. Agile's adaptability allowed us to change direction without jeopardizing the timeline. We reopened the backlog and refocused our priorities to work on a responsive design. With Scrum principles, we addressed this change by planning a new sprint that prioritized mobile UI layouts first, followed by backend enhancements. Under a waterfall model, such changes toward the end of the project would have been difficult and costly. Agile's adaptability minimized risk and enabled us to release a feature that responded directly to shifting client needs.

Effective communication was one of the keys to our Agile success. I used concise reports during daily standups to maintain transparency: "Yesterday I worked on the contact form validation; today I will start integrating the Stripe payment API." I also used Slack and Jira to share live updates, ask questions, and plan pair programming sessions. During sprint reviews, I delivered working features, actively listened to feedback, and requested cross-functional input. These practices not only kept everyone informed but also fostered trust and collaboration throughout the team. They directly benefited us by enabling us to produce a higher-quality product.

Tools like Jira, Trello, and GitHub supported our Scrum-Agile values. Jira allowed us to track story progress using Kanban boards, while GitHub facilitated version control and peer review. These tools complemented Scrum events: during backlog grooming, we re-prioritized Jira issues; during sprint planning, we established sprints with due dates and assigned story points. The burndown chart provided visibility into our progress and helped us estimate whether we were likely to meet sprint goals. These tools enhanced communication, task management, and visibility, which are significant advantages of Agile methodology.

The scrum-Agile process worked well overall for this project. Its advantages included greater flexibility, rapid feedback loops, and high collaboration. The client could regularly view deliverables and offer input, resulting in a more user-focused final product. However, a drawback was the initial learning curve. Transitioning from waterfall meant team members had to adapt to rapid iteration and parallel responsibilities. Constant context-switching during the first sprints sometimes caused confusion. Even though SNHU Travel discovered that Agile is the best approach, the shifting needs and requirements to provide initial outputs made Scrum a more suitable model than waterfall, which would have offered only delayed testing and feedback.

Serving as a Scrum Master for the project showed that Agile fosters efficient development through collaboration, flexibility, and rapid iteration. By embracing Scrum principles, we quickly adapted to change, delivered working software iteratively, and strengthened stakeholder relationships. Based on our experience, I strongly suggest that ChadaTech adopt Agile-Scrum practices across all teams.