

Final Project: Sprint Review and Retrospective

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As the SCRUM Master for the SNHU Travel Project, I was in charge of facilitating collaboration within the team and directing the focus of the project and ensuring that the team implemented Agile methodologies throughout the development cycle. In this Sprint Review and Retrospective.

I will evaluate how the team used Agile to reach the desired end-product. Throughout this project, each role has been key to ensuring the project's success. The Product Owner communicated with the stakeholders to develop user stories, the developer used those stories to create comprehensive code that met the user requirements, and the testers tested the code to ensure that it ran successfully and fulfilled the user's needs and wants. In Agile each team member is needed, and collaboration is the most important part of the equation needed to meet the team's goal.

Agile was important in the development of user stories because it broke down each task into smaller more manageable sprints. Agile also helped with the development of user stories because it allowed the Product Owner to prioritize each user requirement by their size or level of importance. This helped keep the project focused by ensuring that the most important or most time-consuming features were the first to be worked on by the developer. By organizing the product backlog this way, the team had a clear direction and could dedicate their focus on completing specific tasks. Daily stand-ups also allowed the team to review the user stories and adjust accordingly. For example, when the goal of the SNHU Travel Project shifted to better compete with other agencies by exclusively offering detox/wellness vacations, the daily stand-up allowed the developer to adjust the code to focus on that specific vacation niche and because Agile was being used, the adjustments were quick and seamlessly integrated.

Changing the direction of the SNHU Travel Project to fit a specific niche was a sudden shift and effective communication was crucial for executing this change. To communicate this shift, The Product Owner called for a team meeting where she explained the shift to detox/wellness

vacation packages, why this change was being made, and what specifically needed to be modified within the code to adapt it to this sudden shift. By explaining the change and the reason behind it and clarifying the necessary details, the team was not blindsided and was able to make the modifications within the deadline for the project. This meeting also encouraged collaboration because each team member was allowed to ask questions and refer to other team members for additional information they needed.

Some SCRUM principles that helped the team be successful in development are regular team meetings, prioritization, and iterative development. Regular team meetings helped the team collaborate and review the progress of the project and address any concerns. Prioritization helped the team stay on track by developing the most important or time-consuming features first, which increased the overall efficiency of the project. Iterative development was helpful because the team was able to work in short, organized sprints and make adjustments after gathering daily feedback. All these principles were key in keeping the team organized, focused, collaborative, and adaptable which are all key features of Agile.

The SCRUM-Agile approach was effective for the development of the SNHU Travel Project, it offered many advantages during the development of the project. The main advantage of agile during this project was the breakdown of the project into multiple manageable sprints. By working on a different component of the project in each module, rather than trying to muscle through the whole project in one go, I was able to effectively manage my time and reference the previous weeks work as well as make small adjustments as I worked rather than making adjustments after I finished the complete project. A con of the agile method during the project was potentially mismanaging my time in one module and then, as a result, falling behind on the next piece of the project the following week. In a real-life scenario with agile, team members are

relying on other team members to effectively manage their time so if one team member falls behind in their role, the whole project can suffer as a consequence. Despite this con, I still think Agile was the best approach for the SNHU Travel Project because the team was able to create a functional website that met all the user requirements by collaborating and adapting to sudden changes without losing the momentum of the project.