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**Sprint Review and Retrospective**

My team here at ChadaTech has been assigned to help the company in transitioning from their waterfall development model to an Agile methodology. This will be done while working on the SNHU Travel project. A key aspect of Agile is breaking projects down into sprints, which we are just now coming to the close of the first one for this project. As such, I was given the role of Scrum Master, which facilitates a lot of the principles that Agile adheres to. One of which is the sprint review/retrospective. In this document, I will analyze how Scrum-Agile practices supported this project’s success.

Over the course of the sprint, I had the opportunity to engage with the project from different roles of the Agile methodology. Namely I was in the Scrum Master role at the beginning to go over how the project was going to proceed as well as planning for the Scrum events. In this beginning phase, I really needed to get some specifics down for the team to adhere to such as 15 minute daily scrums and ensuring that our team has a refined backlog. Doing this early on helped give some confidence to the team by giving them a structured, yet flexible approach to the SNHU Travel project.

After that role, I was placed into the Product Owner’s shoes for our sprint. This was all about ensuring we understood the project and what the client was really after. This was done mainly by creating user stories that gave a sense of how the application would work. The user story was set up as “As a [user role], I want to [achieve goal], so that [benefit is gained],” which provided clear roles, actions and pass/fail outputs to really dial in a functionality or feature.

I was then moved over to the tester role to create test cases for the user stories that I created as the Product Owner. In a normal Scrum setting I believe it would be important for the tester to be in communication with the Product Owner to ensure they can set up the tests in an appropriate way that is faithful to what the client intends to use the application for.

The last unique role I was assigned was the developer role which is where I was updated on some requirements by the Product Owner and had to make those changes in the application. In this case, the client thought it would be beneficial to have the application create a list centered around wellness as opposed to a generalized list. I then proceeded to adjust the output of the application to match this.

My final role that I find myself in again is the Scrum Master. This is likely because I have experience with each role and can therefore provide a well-rounded, honest analysis of the sprint that we just completed.

When it came to communication, it was imperative of my team to attend the scrum meetings, as well as send detailed emails to each other when any sort of clarification was needed. An example of this is when, as a developer, I wanted to gather some more information regarding the updated requirements from our Product Owner and tester. This can be found below:

*To: Christy & Brian*

*Subject: Request for Additional Details*

*Dear Christy and Brian,*

*I am working on the changes that are needed to meet the new requirements for the SNHU Travel software. There are a few things that I am in the process of implementing and want to ensure that they meet these new requirements.*

***Christy*** *– Is it possible for you to provide me with some additional details regarding the layout the client is wanting? Also, for these detox/wellness vacations, did the client allude to any specific vacations that they wanting pushed?*

***Brian*** *– Could you make some new test cases centered around these new requirements and changes that we are creating?*

*These should assist me with the development process for the new details that the client is wanting. Please let me know if you need anything clarified or if you would like to set up an in-person meeting to go over these.*

*Thank you,*

*Seth Brien*

This open communication assisted the development process of the SNHU Travel program by building trust between roles and encouraging a proactive approach to problem-solving.

As organizational tools go, Jira is something that can assist by managing the spring backlog that I spoke of earlier. It also helps visualize progress through the use of a Kanban board. What essentially happens is that tasks are moved through their workflow until they are completed. As they move, the board can create trends and gather data for management, while developers can see what is being held up and are able to access comments left by others.

The Agile framework was very useful and I believe the best choice for the SNHU Travel project as it allowed the team to remain flexible, collaborative, and ensured continuous improvement. Since I was moved through each role, starting with the Scrum Master, I was able to be prepared for the structure of Agile from the beginning. It was also helpful when the requirements changed, as it allowed us to quickly implement those changes and get feedback on that new iteration. One drawback that arose was due to my moving between roles. I had little to no experience with user story estimation, and therefore, they were inaccurate at first. However, since Agile is great for collaboration, I was able to get some feedback on that and make appropriate updates to estimates when I was the tester creating test cases for those user stories.

Overall, the Agile methodology allowed the SNHU Travel project team to remain ready for any changes, team-oriented, and focused on creating the correct product for the client. This experience highlighted how effective Scrum can be in delivering high-quality software that meets evolving user needs.