

## **CS 250 Final Project**

### **Sprint Review and Retrospective – SNHU Travel Project**

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## 1. Applying Roles

Throughout the SNHU Travel project, I assumed various Scrum team roles, each contributing uniquely:

- **Product Owner:** Defined and prioritized the product backlog with clear user stories such as "As a user, I want to search for trips by destination."
- **Scrum Master:** Facilitated daily standups, removed blockers, and ensured the team adhered to Scrum principles.
- **Developer:** Collaborated on front-end interfaces and backend logic, using Agile tools like Trello to track sprint progress.
- **Tester:** Implemented unit and integration tests, ensuring each feature met acceptance criteria.

Each role played a critical part in the project's success, promoting a shared responsibility for quality and value delivery.

## 2. Completing User Stories

Using Agile allowed us to break the project into manageable sprints focused on completing high-priority user stories:

- One example: "As a user, I want to view the top-rated destinations" was completed in Sprint 2 by implementing a rating algorithm and UI display card.

- Agile's iterative approach allowed us to adapt quickly and get feedback early from stakeholders, ensuring relevance and reducing rework.

### **3. Handling Interruptions**

Midway through development, SNHU Travel requested adding a "Save for Later" feature.

Thanks to Scrum:

- We held an emergency backlog refinement and added this to the sprint plan.
- The change was handled without disrupting the delivery of other features because Agile embraces evolving requirements.

### **4. Communication**

I facilitated:

- **Daily Standups** to align the team and flag issues.
- **Sprint Reviews** to present completed work.
- **Retrospectives** to reflect on what went well and what to improve.

Example: "Hey team, great job with the booking module. For tomorrow, let's focus on completing the UI polish for the itinerary screen." This kind of specific, forward-looking feedback helped keep momentum and collaboration high.

### **5. Organizational Tools**

Tools that were essential:

- **Trello** (backlog management, sprint board)

- **Slack** (communication)
- **Google Docs** (documentation, collaboration)

Scrum events like the **Sprint Planning** and **Retrospective** were key to tracking progress and iterating on team dynamics.

## **6. Evaluating Agile Process**

- **Pros:** Flexibility, stakeholder collaboration, early feedback, continuous improvement.
- **Cons:** Requires discipline in ceremonies, risk of scope creep without strong backlog grooming.

**Agile was the best approach** for the SNHU Travel project because:

- The project had evolving requirements.
- Stakeholder feedback was needed at each step.
- It enabled a user-focused, iterative build that aligned with the company's values.