**Sprint Review and Retrospective**

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The roles in our Scrum-Agile Team made a difference in getting the SNHU Travel project off the ground. Our Scrum Master was like the glue holding everything together, keeping everyone on track during daily stand-ups and stepping in to clear roadblocks when needed. For instance, when there was a misunderstanding between the design and development teams, they ensured everyone was on the same page so we could move forward smoothly. The Product Owner was the go-to person for priorities, keeping the backlog organized and aligned with what our stakeholders wanted. They made sure we were always working on what mattered most. And, of course, the Development Team put in the hard work, delivering the prototype of the itinerary tracking feature early on, which was a big win for the project (Schwaber & Sutherland, 2020).

One of the things that stood out about using Scrum-Agile was how it helped us break down big goals into manageable pieces. For example, when we worked on the booking interface, we did not try to do everything simultaneously. Instead, we broke it into smaller tasks—like designing the layout, coding the backend, and testing each part. This approach meant we could show stakeholders a basic version early, get their input, and improve it. That feedback loop was invaluable and ensured we delivered something that met their needs.

We did experience interruptions during the project. One significant interruption occurred when stakeholders requested changes to the itinerary-sharing feature halfway through the second sprint. At first, it seemed like it might throw us off, but we adjusted quickly because we were working in Agile. We held a quick planning session, shuffled some priorities, and added the changes without missing our sprint deadline. That flexibility is one of the reasons Agile worked so well for this project (Beck et al., 2001).

Communication was another key to our success. Our daily stand-ups allowed everyone to speak up, share updates, and flag potential issues before they became more significant problems. For example, one developer faced an issue integrating the payment gateway early. Because they raised the concern right away, we could shift priorities and keep things moving while we waited for the issue to be resolved. Open, honest communication kept the team in sync and focused on what needed to be done.

We also leaned heavily on tools like Jira and Trello to stay organized. Jira was our go-to for tracking tasks, updating progress, and ensuring we did not lose sight of our goals. Trello, on the other hand, was great for brainstorming and refining our backlog. With these tools, everyone could see what was happening at any time, which kept us all accountable. Plus, having structured Scrum events like sprint planning and retrospectives helped us make the most of these tools and stay on track.

Looking back, the Scrum-Agile approach had its ups and downs, but it was the right choice for this project. On the plus side, it gave us the flexibility to handle changes like the itinerary-sharing feature. It allowed us to incrementally deliver pieces of the project to gather feedback early. It also kept us working closely as a team, which made the whole process smoother. On the downside, some of us felt the sprint reviews took up more time than we would like, pulling focus away from actual coding. And, for those of us from a Waterfall background, there was a learning curve. Still, Agile worked perfectly for this kind of dynamic project. It lets us adapt, iterate, and deliver a product that meets the stakeholders’ needs on time. It is hard to imagine handling a project like this any other way.

References:

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Schwaber, K., & Sutherland, J. (2020). The Scrum Guide: The Definitive Guide to Scrum: The Rules of the Game. Scrum.org. Retrieved from <https://scrumguides.org>