**Sprint Review & Retrospective — SNHU Travel**

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**Context**

Cadence: Our team held a Daily Scrum every morning at 9:00 AM, did Sprint Planning on Mondays, and wrapped up each Sprint with Reviews and Retrospectives. We also had Refinement sessions on Thursdays.

**Applying Roles**

Scrum Master (my role): I facilitated all Scrum ceremonies, helped the team stay focused on the Sprint Goal, and worked to resolve obstacles. For example, when our CI runner was unstable, I coordinated collaboration between the owner and another teammate and updated our pipeline checks to stabilize it.

Product Owner (course rotation): I engaged with users and stakeholders, clarified product value, wrote acceptance criteria, and prioritized the backlog based on value and risk.

Developers/Tester (course rotation): I contributed by developing thin vertical slices of functionality and creating test cases that matched our Definition of Done—ensuring tests passed, code was reviewed, and documentation was kept up to date.

**Completing User Stories with an Agile SDLC**

Each story followed a mini‑SDLC: discovery and acceptance criteria first, design/build with tests, review and demo, and backlog adaptation. Example story: Unnamed: 0: Product Backlog.

To implement the destination list feature, I wrote both the code and corresponding tests within the same user story. The artifact `TopFiveDestinationList.java` enabled the listing and sorting of destinations. I made sure that each acceptance criterion had at least one test case linked to it for verification.

Sample test case: Name:: Owner:; TC1 - Display Top 10 Trips: Brandon Snyder.

**Handling Interruptions**

When a compliance update (PII masking in logs) was introduced in the middle of the Sprint, I organized a short technical spike to evaluate the effort and risk. I then worked with the Product Owner to adjust our scope, removing a less critical cosmetic item so we could meet the Sprint Goal and complete the compliance requirement.

**Communication Samples and Effectiveness**

• \*\*CS 250 Module Two Journal: Reflection on the Role of Scrum Master\*\*

• As the Scrum Master for the SNHU Travel project, I took on the responsibility of facilitating all Scrum events to help keep the team aligned and productive. Below, I describe my approach to these key events and how I worked to support the team’s progress.

• Reflection as Product Owner – CS 250 Module Three Journal

• Introduction

These communications were effective because they were concise, action-oriented, and documented in the appropriate place (Jira, Confluence, or email). This encouraged quick collaboration and ensured that decisions were preserved alongside the work.

**Organizational Tools & Scrum Events**

Jira was used to manage our Product and Sprint Backlogs and track burndown charts. Confluence stored our Definition of Done, Definition of Ready, and important team decisions. GitHub Actions enforced continuous integration checks, while Slack provided a channel for quick team coordination. Sprint Planning sessions helped us set clear goals, Daily Scrums kept everyone aligned, Sprint Reviews gathered stakeholder feedback on working increments, and Retrospectives identified actionable improvements for the next Sprint.

**Evaluating the Scrum‑Agile Process**

Pros: Delivered value early through vertical slices; improved quality by following our Definition of Done and using continuous integration; maintained stakeholder engagement with frequent Reviews.

Cons: Experienced some early role confusion when transitioning from a waterfall approach; encountered dependency risks across teams; team velocity only stabilized after the second Sprint.

Decision: Scrum-Agile is a strong fit for SNHU Travel’s evolving, user experience-focused scope. To improve scalability, I recommend adding a Definition of Ready checklist, using story mapping at the beginning of each epic, and implementing a lightweight dependency board.

**Retrospective: What to Keep / Change**

Keep: Strictly enforcing our Definition of Done, continuing vertical slicing of work, delivering realistic demos, and holding short, focused Daily Scrums.

Change: Add a Definition of Ready, use story mapping at the start of each epic, begin Reviews by reiterating the Sprint Goal and outcomes, and capture feedback as new user stories before the Sprint closes.