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Software Development Lifecycle

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Sprint Review and Retrospective

Throughout the development of the SNHU Travel application, I rotated through various roles on a Scrum-Agile team—Scrum Master, Product Owner, Developer, and Tester. Each role contributed uniquely to the project’s success. As the Scrum Master, I was responsible for facilitating communication, removing impediments, and keeping the team focused on Sprint goals. I ensured that Scrum events such as Sprint Planning, Daily Standups, and Retrospectives occurred and were productive. In the Product Owner role, I helped define the product vision and created clear user stories based on the client’s needs. I prioritized the Product Backlog and ensured user stories were well-defined for the development team. While acting as a Developer, I translated user stories into code. I worked on the Java slideshow application and wellness destination updates, aligning development with the product goals. As a Tester, I reviewed acceptance criteria and developed test cases for each user story. I collaborated with the Product Owner to clarify ambiguities and ensure the functionality aligned with client expectations. The combined effort of each role ensured that our team was always aligned with the project goals and responsive to changes.

Using a Scrum-Agile approach helped break the project into manageable chunks through user stories. Each Sprint focused on a few stories, which made progress more trackable and achievable. For example, one user story required displaying five travel destinations in a slideshow with customized images and descriptions. The story was refined during Backlog Grooming and implemented during the Sprint by the development team. By working in iterations, we could deliver features faster, get feedback, and adjust as needed. The use of user stories allowed our team to stay focused on delivering value incrementally rather than waiting until the end of the project.

Midway through development, the project scope shifted slightly. Originally, the application focused on general travel destinations, but client feedback emphasized wellness and detox experiences instead. Thanks to Agile’s iterative nature, our team adapted by reprioritizing the Product Backlog. The Product Owner quickly updated user stories, and the team shifted direction without losing momentum. This flexibility would have been difficult to achieve under a Waterfall model. Agile’s structure enabled us to respond to client needs and deliver a more relevant product.

Effective communication was key to our success. As Scrum Master, I regularly shared progress updates and facilitated discussion through status updates and emails. For example, one message I sent to the Product Owner and Tester stated: “Hi team, to move with the image integration for the slideshow, I need the finalized list of destinations and their descriptions by EOD. Please confirm if the content has been approved or if any revisions are pending.” This concise message clarified expectations, set a deadline, and encouraged prompt collaboration. Clear, respectful communication-built trust and helped the team stay aligned.

Our team used Agile organizational tools and principles to manage workflow. A Scrum board (or tools like JIRA) helped visualize tasks and track progress across Sprints. The use of story points during planning helped us estimate workload realistically and distribute it fairly. Scrum events like the Daily Standup promoted team alignment and accountability. The Sprint Review allowed stakeholders to provide feedback, and the Retrospective gave us a chance to reflect and improve processes. These events ensured continuous improvement throughout the project.

The Scrum-Agile approach offered several benefits during the SNHU Travel project:

Pros:

* Flexibility to adapt to changes mid-project
* Continuous feedback and iteration
* Increased visibility into progress
* Clear roles and ownership of tasks

Cons:

* Requires consistent communication and participation
* New team members need time to adjust to Agile practices

Given the evolving requirements and the need for rapid delivery of features, Scrum-Agile was clearly the best choice for this project. It helped us deliver a functional product in incremental stages, allowing for client feedback and timely revisions. If we had followed a Waterfall model, changes in scope would have required restarting key phases, delayed delivery and increasing costs.

Leading the team as Scrum Master for the SNHU Travel application was a valuable experience in Agile project management. The collaborative nature of Scrum helped us deliver high-quality features while remaining adaptable to change. These lessons can guide ChadaTech in its broader transition from Waterfall to Agile, helping future teams build better software with greater flexibility and collaboration.