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**Sprint Review and Retrospective**

As the Scrum Master, I want to show how our Scrum-Agile team worked well on the SNHU Travel project. Each team member had an important role. For example, the Product Owner made sure we knew what the users wanted, the Scrum Master (me) helped keep the team organized, and the Developers wrote the code and fixed bugs. This teamwork helped the project succeed.

Using Scrum helped us finish user stories better because we worked in short sprints. We focused on small tasks and reviewed them often. For example, when we finished a story about booking travel, we got feedback and improved it in the next sprint. This kept things moving and made sure the product fit the users’ needs.

Sometimes, our project had interruptions. For example, we had to change the design halfway through. Scrum helped us adjust quickly by re-planning the sprint backlog and staying flexible. This way, the team stayed on track even with changes.

Good communication was important. I sent regular messages about progress and problems. For example, I used daily stand-up meetings where everyone shared what they were doing. This helped us solve problems fast and made the team work better together.

We used tools like Jira to keep track of tasks and the Scrum events like sprint planning and reviews helped keep us organized. These tools made sure everyone knew what to do and when.

Overall, Scrum-Agile was good for the SNHU Travel project. The pros were that it made teamwork easier, allowed quick changes, and helped us deliver parts of the project faster. The cons were that sometimes meetings took too long and we had to spend time adjusting plans. But overall, Scrum was the best method because it kept us flexible and focused on user needs.