

SNHU Travel Sprint Review and Retrospective

Thomas Thystrup

Southern New Hampshire University

CS-250: Software Development Lifecycle

Professor Maryann Krupa

June 19, 2025

Applying Roles

In the transition from a Waterfall methodology to the Scrum-Agile framework, each team role played a critical and clearly defined part in ensuring the successful development of the SNHU Travel application.

Product Owner

The Product Owner defines the product vision and prioritizes the product backlog. They worked closely with the client to translate business needs into clear, actionable user stories. For example, the Product Owner held meetings with stakeholders to clarify expected features and desired user experiences. The stakeholders requested specific functionality, such as personalized destination options and the ability to filter trips by price range. The Product Owner interpreted these requests and converted them into user stories that the development team could effectively implement. Additionally, the Product Owner communicated stakeholder-driven changes to the team, such as the revised focus on wellness and detox vacation packages.

Scrum Master

The Scrum Master facilitates all Scrum events, removes impediments, and ensures the team follows Agile principles. Specifically, during the initial client meeting, the Scrum Master began the work involved in assembling a team and developing a schedule to guide the team. When changes were made by the Product Owner, the Scrum Master made sure to inquire about how these changes may affect the schedule. The Scrum Master essentially acted as a guide for the team to keep them on track.

Developer

Developers are self-organized and cross-functional while handling front-end and back-end development. They oversee designing and implementing features to satisfy the user stories that are given by the Product Owner. For example, when the Product Owner informed the team of the new focus on wellness and detox vacation packages, developers adjusted the code to implement new features that satisfy the new direction.

Tester

Testers are in charge of maintaining the quality and reliability of the application throughout development. They were responsible for writing and executing test cases based on the acceptance criteria defined in the user stories. Also, after creating the initial test cases, testers were able to work with developers and the Product Owner to get clarification and iterate on the tests.

Completing User Stories

The Scrum-Agile approach provided a flexible and iterative way to manage user stories. We used acceptance criteria and ranked importance to ensure clarity and completion. One user story involved allowing users to select types of vacations to get personalized destinations. This user story informed the development of the feature as well as the types of test cases that the testers chose to implement. The iterative nature of Agile allows us to refine user stories, making future sprints more focused and efficient.

Handling Interruptions

During development, the client shifted focus toward wellness and detox vacation destinations, requiring the team to pivot mid-sprint. Thanks to the flexibility of the Scrum-Agile approach, the team adapted quickly and efficiently. The Product Owner informed the team and updated the product backlog to reflect the new priorities. The Scrum Master ensured that deadlines remained the same and kept the schedule on track. The developers got to work making changes to the code and testers updated their test cases to reflect the differences. This seamless transition demonstrated how Scrum enabled the team to remain productive and continue delivering value despite the shift in direction.

Communication

Effective communication is critical to success in the Agile methodology. Daily stand-up meetings are extremely useful to keep the entire team on the same page and ensure that impediments are removed. The use of emails is also used to retrieve clarification and exchange information between team members. There were also several instances where the Product Owner provided a wireframe example to help guide different aspects of the project such as test cases and layout.

Organizational Tools

Several tools and principles were used to enhance the workflow of the team. Emails were used to exchange information and request clarification when needed. Daily stand-ups and in person meetings are used to ensure that the team is on the same page and to provide urgent information, such as the change in direction regarding destination focus. Retrospectives such as this are also useful in the Agile process. They help the team reflect on the work that they have done and if anything may have been missed. These tools ensure transparency, continuous improvement, and adaptability.

Evaluating Agile Process

One of the key advantages of Agile is the ability to support flexibility and responsiveness to changing client needs. For example, when the client shifted focus to wellness and detox vacation destinations, the team is able to adjust quickly through backlog refinement and sprint planning. Additionally, Scrum events encourage team collaboration, transparency, and a shared sense of ownership. However, the approach is not without challenges. Daily standups and sprint planning require members to be present and can take time away from development. There may also be difficulties in managing scope creep due to the open-ended nature of Agile. Overall, Scrum-Agile was a strong fit for this project, as travel destinations can change due to trends, world

events, and seasonal factors, making the flexible nature of Agile ideal. The pros clearly and completely outweigh the cons, particularly in the case of the SNHU Travel project.