**Sprint Review and Retrospective**

**Applying Roles**

Throughout this project, I assumed various roles on a Scrum-Agile team, including Product Owner, Developer, and Scrum Master. Each role contributed uniquely to the success of the SNHU Travel project.

As the Product Owner, I was responsible for clarifying requirements and prioritizing the backlog. One challenge was making sure user stories had enough detail to allow the development team to move forward. I requested clarification on user stories when needed and made sure the backlog was streamlined before each sprint.

As a Developer, I focused on implementing user stories and updating tasks in the sprint board. When changes to the project direction occurred, the Agile process allowed for flexibility and realignment. For example, when the scope of the travel booking features shifted mid-sprint, the team was able to adapt priorities and estimate the new stories using planning poker.

As Scrum Master, I facilitated the Daily Scrum and helped remove blockers. I kept the team focused on sprint goals and ensured time-boxed events were followed. When one team member expressed concern about delays, I followed up after the meeting to support them without derailing the discussion for others.

**Completing User Stories**

The Agile SDLC allowed the team to break down features into manageable user stories, estimate complexity using story points, and deliver working software incrementally. This was a major improvement over traditional time-based estimation.

For example, planning poker was used to estimate the complexity of the “Search Travel Packages” user story. Team members discussed different perspectives and reached a consensus that reflected both development effort and uncertainty. This led to more accurate sprint planning and helped the team complete the story on time.

The iterative nature of Agile also helped refine and complete user stories through continuous feedback. The team adjusted acceptance criteria based on evolving stakeholder input, ensuring each story added real value.

**Handling Interruptions**

During development, the SNHU Travel project experienced a shift in direction. Originally, the focus was on domestic bookings, but partway through the sprint, the Product Owner requested support for international travel packages.

Agile helped the team adapt to this change. The team paused to revise the backlog, moved incomplete stories to the next sprint, and created new stories for the updated requirements. This avoided the kind of disruption that would have caused major delays under a Waterfall model.

**Communication**

Communication was a key factor in the team’s success. Team members maintained open, ongoing discussions through Daily Scrums, sprint planning sessions, and task boards.

One example of effective communication occurred during a Daily Scrum where a team member flagged a problem integrating the payment system. The issue was briefly acknowledged, then addressed in more detail afterward, which kept the meeting focused and helped resolve the blocker efficiently. This demonstrated how the Scrum Master role can help maintain momentum while creating space for collaboration outside the time-box.

Written communication was also used effectively to share updates, confirm task ownership, and clarify user story expectations. This minimized confusion and ensured accountability across the team.

**Organizational Tools**

Several tools and Scrum principles contributed to the team’s success. The product backlog and sprint backlog helped maintain organization and transparency. The use of a burn-down chart allowed the team to visualize progress and spot scope creep early.

Scrum events such as the Daily Scrum kept team members aligned, and Sprint Planning sessions provided time to estimate, clarify, and commit to upcoming work. These structured events helped maintain focus while remaining responsive to change.

The Retrospective at the end of each sprint allowed the team to reflect on what went well and what could improve. For example, after one sprint, the team agreed to refine user stories earlier to avoid confusion at the start of development.

**Evaluating Agile Process**  
Pros and Cons of Scrum-Agile  
 The Scrum-Agile approach provided greater flexibility, encouraged collaboration, and helped deliver incremental value to stakeholders. It reduced risk by enabling continuous feedback and gave the development team a stronger sense of ownership over the product.

However, the approach also presented challenges. Estimating story points was difficult early on, especially for newer team members. Without clearly defined initial requirements, scope creep was a constant risk. Some stakeholders unfamiliar with Agile found it hard to adjust to the lack of fixed timelines or deliverables.

Was Agile the Best Fit?  
 Despite the challenges, Scrum-Agile was the right choice for the SNHU Travel project. The evolving requirements and need for quick delivery made Agile a better fit than a Waterfall approach. With Waterfall, the shift from domestic to international bookings would have required a complete redesign. In contrast, Agile allowed the team to adapt in real time, reprioritize, and continue delivering usable features throughout development.