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# Sprint Review and Retrospective

Through the SNHU travel project, there have been contributions from everyone on the SCRUM team. The product owner has been there to give guidance as to what the stakeholders/customer has wanted in a product to ensure maximum value of the product. (Schwaber, Sutherland, 2020). It has also been the product owner’s responsibility to develop and communicate the product goal, order backlog items, and ensure the backlog is understood. During this project, the product owner communicated many of the needs in these areas to the SCRUM master so that they were able to relay the needs to the development team.

The SCRUM master has been a key facilitator of the Product owner’s vision to the development team. Leading the development team by coaching them to be self-managing and focus on creating high value in the product. They have ensured that all SCRUM events have taken place and are positive, productive, and meet the timeline (Schwaber, Sutherland, 2020). In this project, during the testing phase, the SCRUM Master was able to communicate developer questions and issues to the product owner and the stakeholders as well as needs of the stakeholder and product owners to the development team.

The development team, the heart of the work being done, was there to create a plan for the sprint based on the user stories given to the team. They were able to create a sprint plan and prioritize backlog items during initial scrum meetings. Over the sprint they were able to test the product as it was in development to discover any problems that needed to be addressed as well as respond to changes in the project midway through the sprint when the customers wanted to shift the focus of the site to wellness travel packages.

Gathering and documenting the user stories was a crucial step in creating and prioritizing a backlog. In a meeting with the potential users, I was able to gather their needs and assess what wants were vital and how they could add value to the product. User input gave us the ideas of top 5 travel sites to visit as well as filtering out specific travel packages based on what type of trip it was. Listening to the user and documenting the user stories allowed us to create a site that reflected what the user wanted as well as prioritizing their needs in the backlog to decide what was most important in the backlog.

We were faced with a slight interruption in the middle of the sprint, the customer wanted to change the entire site from a luxury travel site to a wellness travel site. They had communicated this through the product owner, who had relayed the message to the scrum master and in turn the development team. Since this was an agile approach, we were able to shift priorities seamlessly and swap some of the specifications of the project while keeping most of it intact. We were able to communicate through this interruption in meetings with the stakeholder, users, daily standups, and also through emails. Making sure an open line of communication from the developers up to the product owner made sure that our team was able to stay up to date on any issues that may have come during the sprint.

The Scrum-Agile approach gave us the tools necessary to organize and complete our project. We gathered user stories which were helpful in our initial sprint plan. They allowed us to prioritize and organize our development tasks during planning poker or affinity grouping. Daily SCRUM standups allowed us to communicate the progress made on the backlog during the sprint, communicating any issues that came about during the development process. The product owner was able to keep the backlog updated via meetings with the SCRUM master as well as communicate any needs of the customer to the SCRUM master. The sprint review allowed us to present what was completed and receive feedback on the product as it was. The sprint retrospective gives us a chance to evaluate how the sprint went and what could be done to help the next sprint. All of these tools allowed us to remain organized while adhering to the agile values.

This project was perfect for the SCRUM-agile approach, it allowed the development to remain fluid and able to change at the customer’s request. The multiple sprint process allows us to create the project in smaller more manageable pieces rather than creating the entire project in one development cycle. The estimation tools allowed us to forecast the timeline and cost of the project in a more efficient way than the waterfall method would have. Daily scrums, sprint reviews, sprint retrospective, and sprint planning all allowed us to create an organized path forward in the development process. While not every method is perfect, the agile method is best suited for the SNHU travel site. In this case one of the negatives of the agile approach was that there is a separation between developers and customers, while SCRUM tries to eliminate any hierarchy, the inherent hierarchy can sometimes add time between feedback and response. Despite this, the agile approach was effective in creating a functional and valuable product for the customer that the entire development team can be proud of.

References:

Schwaber, K., & Sutherland, J. (2020). *The Scrum guide: The definitive guide to Scrum—The rules of the game.* Scrum.org. https://scrumguides.org/scrum-guide.html