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**Sprint Review and Retrospective**

The SNHU Travel project gave us a chance to use the Scrum-Agile way of working while building software. As Scrum Master, I led the team through each work period, making sure we worked well together, handled changes, and finished the most important parts. This review will show how each team member helped the project, how tasks were finished, how we solved problems, and how our tools helped us stay organized. The review will end by looking at how well the Agile approach worked compared to older ways of working.

**Applying Roles**

The Scrum-Agile framework emphasizes cross-functional roles that worked together to ensure the success of the SNHU Travel project. The Product Owner provided direction by prioritizing user stories in the backlog, which gave clarity to the development team. For example, when the backlog included both “flight search functionality” and “hotel booking,” the Product Owner determined that flight search would be developed first based on client need.

As Scrum Master, my role was to facilitate meetings, encourage open communication, and resolve obstacles that slowed down development. For example, when developers had uncertainty about database integration, I coordinated a quick discussion with the Product Owner to clarify requirements and keep work progressing.

The Development Team played a critical role in designing, coding, and testing features. Their collaborative effort allowed user stories to move from the backlog to the “done” column in each sprint. By combining the efforts of all three roles, the team ensured that features were consistently delivered on time (Schwaber & Sutherland, 2020).

The Scrum-Agile approach allowed the team to break down complex requirements into smaller, manageable user stories. Each story represented a valuable function for the travel application, such as “As a user, I want to search for flights so I can compare travel options.” Because user stories were prioritized in the backlog, the team could focus on delivering usable features incrementally.

This iterative approach reduced risk by providing working features early, rather than waiting until the end of development. For example, the flight search feature was completed and reviewed before hotel booking was even started. This ensured stakeholders had visibility into progress and could provide feedback that influenced future sprint priorities (VersionOne, 2020).

One of the benefits of Scrum-Agile is its adaptability when projects shift direction. During development, the client introduced a new requirement: the application needed the ability to filter hotels by amenities. In a traditional waterfall approach, this change would have delayed the project or required major rework. However, using Agile, the Product Owner reprioritized the backlog, and the new story was added to an upcoming sprint without disrupting completed work.

This demonstrated the flexibility of Scrum-Agile in handling unexpected interruptions and kept the project aligned with the client’s needs (Cohn, 2016).

Effective communication was a central factor in the success of the project. Daily stand-up meetings allowed each team member to share what they had completed, what they planned to do next, and any obstacles they faced. This transparency-built accountability and encouraged collaboration.

For example, a typical communication update might have been: *“Yesterday, I completed testing for the flight search feature. Today, I will begin work on hotel booking integration. I need clarification from the Product Owner regarding cancellation policies.”* This brief, structured message ensured the team was aligned and empowered others to step in when help was needed.

Sprint reviews and retrospectives also reinforced communication by giving the team a chance to reflect, celebrate successes, and propose improvements. These discussions created a collaborative environment that supported continuous improvement.

The use of Scrum events and tools provided structure to the project. Sprint planning clarified goals for each iteration, while daily standups-maintained focus and addressed issues quickly. Sprint reviews gave stakeholders the chance to evaluate progress, and retrospectives encouraged the team to refine processes for future sprints.

Tools such as the product backlog and burndown charts provided visibility into work and progress. The backlog helped the team stay aligned with client priorities, while burndown charts motivated the developers by showing progress toward sprint goals. These tools supported collaboration and accountability throughout the SDLC (Schwaber & Sutherland, 2020).

**Evaluating the Agile Process**

The Scrum-Agile approach offered significant advantages for the SNHU Travel project. **Pros** included adaptability to changing requirements, early delivery of working features, and improved communication among team members. Stakeholders also benefited from seeing progress throughout the project rather than waiting until the end.

However, there were also challenges. The Agile process required frequent communication and team involvement, which could be difficult if members were unavailable. In addition, estimating timelines was sometimes imprecise because requirements evolved as the project progressed.

Despite these challenges, Agile was the best approach for SNHU Travel. The project required flexibility, and the client’s evolving needs would have been difficult to manage with a rigid waterfall model. Agile ensured that the product delivered aligned with customer expectations.

The SNHU Travel project demonstrated how the Scrum-Agile framework supports adaptability, collaboration, and continuous improvement within the SDLC. By effectively applying roles, prioritizing user stories, managing interruptions, and leveraging communication tools, the team successfully delivered value to the client. While Agile requires consistent communication and flexibility, its benefits far outweigh its challenges. This retrospective supports the conclusion that adopting Scrum-Agile across ChadaTech will enhance productivity, improve products, and foster a stronger organizational culture.

### **References**

Cohn, M. (2016). *User stories applied: For agile software development*. Addison-Wesley Professional.

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