**Sprint Review and Retrospective – SNHU Travel Project**

**Applying Roles**

Throughout this course, I took on different roles in a simulated Scrum-Agile team while developing features for the SNHU Travel booking application. Each role taught me something about the software development process. When I acted as the Product Owner, I was responsible for prioritizing user stories in the product backlog and thinking through what features would matter most to users. This helped give the team a clear direction. As the tester, I created test cases and checked how well the features matched the acceptance criteria. This role made me more aware of the importance of clarity in user stories and the value of asking questions. When I took on the role of developer, I focused on turning those user stories into working features and learned how important it is to keep communication open with both the Product Owner and the tester.

**Completing User Stories**

Using an Agile approach helped move the user stories forward in small, manageable steps. For example, one of the stories was about showing a top five list of travel destinations. Breaking it down into development and testing tasks made it easier to finish without feeling overwhelmed. The iterative nature of Agile meant we were always checking in, which helped catch mistakes early. Each time I submitted work, I got feedback quickly, which helped improve the final product.

**Handling Interruptions**

At one point during the simulated project, there was a shift in direction. The Product Owner announced that SNHU Travel wanted to focus on wellness and detox vacations, based on new industry trends. This change happened mid-sprint, which might have caused major delays in a traditional development model. However, the Agile process allowed us to adjust without going completely off track. The Product Owner re-prioritized the backlog, and we focused on updating slides and content to reflect the new theme. This showed how Agile can adapt to change while keeping the project moving forward.

**Communication**

Clear communication was key in every role. As the developer, I wrote an example email to the Product Owner and tester asking for clarification on new priorities. I made sure to be specific about what I needed, such as confirmation on images, content, and test criteria so there wouldn’t be any confusion. Using written communication helped everyone stay aligned and reduced back-and-forth. Even though this was a simulation, I realized how much easier the work becomes when the team stays on the same page.

**Organizational Tools**

Scrum events and Agile tools made the process more organized. The product backlog gave a clear view of the work ahead, and the user stories kept the focus on customer needs. While there weren’t real stand-up meetings, the idea of short daily check-ins helped frame how tasks should be discussed and handled. Tools like the task board and story templates made it easier to break work into pieces and track progress. Even in a classroom setting, this structure helped keep the project on track.

**Evaluating Agile Process**

One clear benefit of the Agile process in this project was the ability to pivot without throwing away everything that had been done. Changes to priorities didn’t mean starting from scratch. Another benefit was how roles worked together through feedback and communication. On the other hand, working with limited details in the user stories at times made it harder to know exactly what was needed, especially in the developer and tester roles. Still, the flexibility of Agile outweighed the drawbacks.

For the SNHU Travel project, I believe Agile was the better approach compared to a traditional waterfall model. With waterfall, changing the travel focus mid-project would have been much harder to manage. Agile allowed for rapid updates and the ability to test and adjust without delaying everything else. Overall, Agile supported faster feedback, better collaboration, and a more responsive development process.