**CS 250 Final Project: Sprint Review and Retrospective**

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**Applying Roles**

Throughout the SNHU Travel project, I had the chance to take on different roles in the Scrum Team, which helped me understand how each one contributes to the team’s success. When I was the Product Owner, I focused on prioritizing the backlog and making sure the user stories were clear and meaningful. This helped keep development focused on what added the most value. As a Developer, I learned how important it was to communicate with others during Daily Scrums and to keep tasks manageable during each Sprint. When I was the Scrum Master, I made sure meetings stayed on track and that the team kept moving forward. Each role gave me a different perspective, and together they helped the team deliver a working product efficiently.

**Completing User Stories**

The Scrum-Agile approach helped us complete user stories by keeping our focus on small, achievable goals each Sprint. Instead of being overwhelmed by the full list of requirements, we took it step by step. For example, we spent one Sprint focusing just on implementing a searchable course list. Because the acceptance criteria were clearly written and everyone understood their expectations, it was easier to finish that part and move forward. Each completed story brought a sense of progress and helped keep motivation up.

**Handling Interruptions**

The flexibility of Scrum made it easier to deal with interruptions or changes in direction. During the project, our priorities shifted when we had to put more focus on mobile functionality. Instead of starting from scratch, we adjusted the backlog and re-planned our next Sprint to include the new direction. Agile made it feel like we were evolving the product instead of constantly reacting to problems. That flexibility helped us stay productive even when plans changed.

**Communication**

Communication was especially important when we needed clarification on user stories or requirements. A good example of this was when we had to send an email to the Product Owner asking questions about what the Top 10 vacation list should include. Getting a clear response helped us shape the acceptance criteria and move forward with confidence. Later, we had to follow up with another email to ask about filters and how the mobile version should behave. These emails helped avoid confusion and made sure the whole team was building toward the same goal. Clear communication like this made our process smoother and encouraged collaboration.

**Organizational Tools**

Scrum events and tools made it easier to stay organized. The Product Backlog and Sprint Backlog helped us see what needed to be done and who was working on it. User stories with clear acceptance criteria made the expectations easier to meet. Burndown charts were helpful for seeing how close we were to finishing the Sprint on time. Sprint Planning gave us direction, while Retrospectives gave us a chance to improve after each iteration. Even using a simple task board to track progress from “To Do” to “In Progress” and “Done” made a difference in staying on top of everything.

**Evaluating Agile Process**

Overall, the Scrum-Agile process worked really well for the SNHU Travel project. Some of the pros included better communication, faster feedback, and more flexibility. Working in Sprints helped us stay focused and finish smaller tasks without getting overwhelmed. On the downside, estimating how much work fits into a Sprint wasn’t always easy, and switching roles each week made it harder to stay consistent. Still, I believe Scrum-Agile was the best fit for this project. A Waterfall model would have made it harder to respond to shifting priorities. Agile let us focus on delivering working software while adapting along the way, which made the project much more successful.