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Module Eight Journal: Final Sprint Reflection

Working on the SNHU Travel project gave me a hands-on look at Agile development and the Scrum framework. Rotating between roles like Scrum Master, Product Owner, and Tester helped me understand how user needs shape development and how strong communication keeps things moving.

User stories were key in translating user input into real features. The “so that I…” part helped anchor tasks to actual user goals. As Product Owner, I used feedback to prioritize meaningful features like price filters and top destinations. As Tester, I validated those features against user expectations. As Scrum Master, I guided meetings and removed blockers so the team could stay focused.

Agile ceremonies like Daily Scrums, Sprint Reviews, and Retrospectives helped us adapt fast, especially when our project shifted mid-sprint toward wellness travel. Without those touchpoints, things could’ve gotten off track. They kept us aligned and made continuous improvement easier. This project taught me the value of clear roles, collaboration, and adaptability. In future projects, I’ll keep using user stories and Agile processes to stay organized, flexible, and user focused.