**Sprint Review and Retrospective**

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Throughout the SNHU Travel project, we took on the roles of different Scrum team members and observed how each contributed to the overall success of the project. As the Product Owner, I created user stories that aligned with user needs by meeting with individuals who were actively using the booking software. As a Developer, I translated user stories into functioning code and modified completed code to meet the evolving requirements of SNHU Travel management. When serving as a Tester, I developed test cases based on the user stories provided by the Product Owner to ensure the functionality met acceptance criteria. Finally, as the Scrum Master, I created an Agile team charter to establish team norms, clarify roles and responsibilities, and align the team around shared goals and values. Experiencing these perspectives reinforced how each role was essential to delivering a high-quality application and fostering team cohesion.

Using the Scrum-Agile approach made it easier to move user stories from planning to completion. Each story was broken down into smaller, manageable tasks during sprint planning, which gave the team clear steps to follow. For example, the story focused on creating a vacation type filtering feature was further defined with acceptance criteria that guided development and testing. During sprint reviews, stakeholders were able to interact with the working feature and provide feedback, which allowed the team to refine and improve the functionality. This iterative cycle of development and feedback ensured that the finished stories reflected real user needs and prevented issues that might have gone unnoticed until the end of the project in a traditional waterfall approach.

During one of our daily Scrum meetings, the Product Owner informed the team that SNHU Travel Management wanted to change direction and focus on detox and wellness vacations. This shift could have caused major delays if we were using the traditional waterfall approach, as it would have required significant changes to the requirements and design documents. However, since we were using Scrum, the team was able to adapt quickly. The new requirement was added to the product backlog, prioritized, and completed. This flexibility allowed us to respond to evolving client needs without disrupting the overall progress of the project.

Effective communication was essential in ensuring collaboration and maintaining project momentum during the transition from waterfall to Agile. In our team discussion, unit 6 discussion, I shared my perspective as a developer, emphasizing the benefits of Agile practices such as stakeholder engagement throughout each sprint and the value of cross-functional collaboration. For example, I stated, “One Agile practice I support is stakeholder engagement throughout the sprint. Instead of waiting until the end of a project to show results, we now helped the team agree on the importance of incorporating feedback early to avoid rework. I also advocated for cross-functional teams, explaining how collaboration among developers, testers, and the Product Owner reduces misunderstandings and increases efficiency. These conversations were effective because they built consensus on which Agile practices to implement, encouraged open dialogue, and reinforced the shared goal of delivering high-quality software.

In the SNHU Travel project, our team held a meeting to share updates on changes to the slideshow application focused on detox and wellness travel and sent a professional email to the Product Owner and tester to request feedback and gather additional requirements. These actions kept everyone informed, ensured the product aligned with project goals, and allowed us to work efficiently. Agile project management tools like JIRA also helped us stay organized by keeping all tasks in one place, showing progress, and updating boards automatically. This reduced confusion, saved time, and minimized unnecessary meetings.

There were both advantages and disadvantages to using the Scrum-Agile framework. On the positive side, its flexibility allowed the team to adapt quickly when SNHU Travel changed the focus of the application to wellness and detox vacations, while transparency through sprint reviews and iterative testing ensured progress was visible and risks were reduced. Daily communication and shared responsibility also improved collaboration. On the downside, transitioning from waterfall to Agile required a learning curve, Scrum ceremonies sometimes reduced direct coding time, and project changes could become a risk if backlog priorities were not managed carefully. Overall, Scrum-Agile was the best approach for the SNHU Travel project, enabling incremental improvements, quality delivery, and adaptability to client feedback. In contrast, a waterfall approach would have limited flexibility and likely resulted in a product that did not fully meet client needs, demonstrating that Agile offers strong benefits for future ChadaTech projects.