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CS-250 Software Development

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

**Applying Roles**

Throughout the SNHU Travel project, I experienced the development cycle through multiple Scrum roles, which gave me a deeper understanding of how Agile teams collaborate. As the Scrum Master in Module 2, I was responsible for facilitating Scrum events, helping the team stay aligned, and ensuring blockers were addressed. I focused on organizing Sprint Planning, Daily Scrums, and Retrospectives, using structured questions and timeboxing techniques to promote engagement and clarity.

In Module 3, I shifted into the Product Owner role, where I gathered feedback from a focus group and created user stories to reflect client priorities. This experience helped me understand how product vision is translated into actionable backlog items. During Module 4, I worked as a Tester, where I used user stories and acceptance criteria to create test cases. I encountered gaps in the original stories, which led me to reach out for clarification a valuable reminder that quality assurance starts with clear communication. In Module 5, I acted as a Developer, revising the Java slideshow to match new requirements. I used direct communication to check in with the Product Owner and Tester to confirm visual and functional expectations.

Each role contributed uniquely to the success of the project. The Scrum Master ensured smooth process execution, the Product Owner translated user needs into goals, the Developer brought the vision to life, and the Tester maintained quality through ongoing feedback.

**Completing User Stories**

The use of user stories within the Scrum-Agile process was critical to our progress. In my role as Product Owner, I learned to write clear, prioritized stories using real input from potential users. These user stories guided the team in selecting what to build each sprint. As a Developer, I followed updated stories to implement visual changes to the slideshow. In the Tester role, I reviewed those same stories to create relevant test cases. This workflow showed how user stories serve as the backbone of communication and coordination in Agile.

One example involved the requirement to focus on wellness travel instead of general destinations. This shift in scope required new stories, updated assets, and careful collaboration. Because we were working in short sprints with regular feedback loops, we were able to adjust quickly. Having clear user stories allowed me to refocus development tasks and improve test coverage in real-time.

**Handling Interruptions**

While working on Module 6, I experienced a personal interruption that prevented me from fully participating in my team’s group assignment. Although I could not contribute directly to that activity, the experience highlighted a key Agile principle: flexibility. The Scrum framework is designed to handle change, and in a real-world setting, my temporary absence would have been addressed in Daily Scrums or Sprint Planning, allowing the team to redistribute tasks.

In Module 5, I also encountered technical issues importing images into Eclipse. Using Agile principles, I adjusted my approach mid-sprint by troubleshooting build paths and renaming files rather than stopping progress. The Agile mindset helped me stay solution-focused and open to iteration.

**Communication**

Communication was a recurring theme throughout each module. One example of effective communication came from my role as Developer, when I emailed both the Product Owner and Tester to confirm if the slideshow content matched the wellness theme. I clearly described changes, asked targeted questions, and invited feedback. This helped ensure everyone had the same expectations and allowed the Tester to begin verification promptly.

In Module 4, I drafted a message to the Product Owner asking for clarification about test criteria. That message focused on specific gaps in the user story, such as list order and content format. By initiating this conversation early, I would have helped avoid last-minute rework. These examples demonstrate that Agile communication is not just about tools, but about clarity, consistency, and timing.

**Organizational Tools**

Although I didn’t use Jira or Azure Boards firsthand, I gained an understanding of how such tools support Agile workflows. Digital Scrum boards serve as information radiators—making work visible and trackable across the team. If we had used Jira, for example, I would have seen task assignments, story statuses, and blockers in real-time, which would have helped as both a Developer and Tester.

Scrum events also served as organizational tools. Daily Scrums helped identify blockers, Sprint Planning gave structure, and Retrospectives encouraged improvement. These events, when paired with visual tools, allow Agile teams to organize work efficiently and adapt to change.

**Evaluating Agile Process**

The Scrum-Agile approach provided clear benefits for the SNHU Travel project. It supported quick feedback, iterative changes, and role-based collaboration. One strength was the flexibility to shift directions mid-project, like when the theme changed to wellness travel. However, one challenge was staying aligned when communication gaps occurred as I experienced during Module 6.

Compared to a waterfall model, Agile allowed me to address issues as they arose instead of waiting until the end. If we had used waterfall, missing early clarification (like in the test cases) might not have been caught until after development. Agile’s sprint structure and continuous review made those course corrections easier.

Overall, I believe Scrum-Agile was the best choice for this project. It supported my learning in multiple roles, encouraged communication, and allowed for flexibility all of which are essential in real-world development environments.