Southern New Hampshire University

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Sprint Review and Retrospective

During this course, our team at ChadaTech developed the SNHU Travel application while using the Scrum-Agile framework for the first time. Acting as the Scrum Master for the project gave me a chance to see how powerful collaboration and flexibility can be when developing software. The purpose of this review and retrospective is to reflect on how our team worked together, what went well, what challenges we faced, and how the Agile approach helped us deliver a better product. This experience gave us a real sense of what it’s like to work in a modern, fast-moving software development environment.

One of the biggest reasons for our success was how clearly everyone understood their roles. As the Scrum Master, my job was to guide the process making sure meetings stayed productive, helping teammates stay focused, and clearing away any obstacles that slowed us down. The Product Owner acted as the customer’s voice and made sure the features we built matched what SNHU Travel needed. The Developers focused on writing and improving the code, while the Testers made sure everything worked the way it should before it was shown to stakeholders.

What made this effective was the teamwork between these roles. For example, when the Product Owner suggested improving the “Top Destinations” feature to include images and travel details, the developers immediately started planning how to build it, and the testers wrote test cases to make sure it worked smoothly. By communicating openly, each person’s strengths contributed to our shared success.

Agile made it much easier to manage big goals by breaking them into smaller, focused tasks called user stories. Instead of trying to build the entire travel site at once, we tackled one feature at a time during short sprints. For instance, in the first sprint, we built the basic homepage layout. The next sprint focused on adding a slideshow with travel photos, and the third sprint worked on the booking form.

After each sprint, we met for a Sprint Review, where we showed what we had finished and got feedback right away. This process helped us improve constantly and kept everyone motivated. Because of the Agile approach, our user stories were completed faster and with fewer mistakes, since feedback came early instead of at the very end.

Midway through the project, SNHU Travel changed its focus from general vacation packages to adventure-based travel. In a traditional development model like Waterfall, that kind of change could have caused a major delay because each stage depends on the one before it. But using Agile, we were able to adjust quickly.

The Product Owner updated the backlog, and as a team we discussed what needs to change in our next sprint. We replaced some old stories, created new ones, and kept moving forward without starting over. This was a great example of how Agile supports flexibility it’s built to handle change instead of being disrupted by it.

Communication was the foundation of our success. Daily standups, sprint planning, and open messaging channels made sure everyone stayed aligned. One clear example of effective communication came from my time acting as the Developer on the Scrum team.

In that role, I made sure to coordinate directly with the Product Owner and Tester whenever requirements changed. Below is an example of an email I wrote to clarify updates before continuing development:

A screenshot of a black and white email

AI-generated content may be incorrect.

The combination of Scrum events and organizational tools played a key role in our success. We used Jira to track progress and visualize sprint goals, Slack or Teams for real-time communication, and Microsoft SharePoint for sharing updates, documentation, customer artifacts and business processes.

Scrum events kept our team structured and focused:

* + Daily Standups helped everyone share progress and blockers.
  + Sprint Planning Meetings aligned us on what could realistically be achieved each sprint.
  + Sprint Reviews allowed us to showcase completed work and receive feedback.
  + Retrospectives encouraged honest reflection and continuous improvement.

These tools and ceremonies helped us work more efficiently, especially since we were a distributed team.

Looking back, Scrum-Agile proved to be the best approach for the SNHU Travel project.

Pros:

* Allowed flexibility when requirements change
* Improved communication and collaboration
* Delivered functional features at the end of each sprint
* Encouraged learning and early feedback

Cons:

* Required frequent meetings and coordination
* Sometimes led to scope changes that needed quick planning adjustments

Even with minor challenges, Agile fits our project perfectly. If we had used a traditional Waterfall model, every change would have required restarting earlier phases, wasting time and resources. Scrum allowed us to stay focused, deliver value in small steps, and respond quickly to client needs.

The SNHU Travel project proved how effective Agile can be when a team communicates well and stays flexible. Each role contributed to the team’s success, and our ability to adapt made it possible to handle change without losing direction. Agile wasn’t just a process for us it became a way of thinking that focused on teamwork, transparency, and improvement. As ChadaTech considers moving all its teams to Agile, our project shows how this approach can build stronger collaboration, happier teams, and better software.