**Final Project**

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**Sprint Review and Retrospective**

**Applying Roles**

Scrum-Agile team roles were very critical in the SNHU Travel project. The roles had different responsibilities that were mutually inclusive, thus making a complete unit that could handle complex needs. The product owner helped set the business's priorities by clarifying and prioritizing the backlog. In a given case, when stakeholders wanted to have a further functionality of personalized travel recommendations, the Product Owner saw the importance of having the user story written clearly, prioritized, and having a set of measurable acceptance criteria. This enabled the development team to remain focused and deliver value that aligns with clients' needs. An equally significant role was played by the Scrum Master, who is the facilitator and helps organize sprint events and eliminate obstacles that would have hindered the process. In one instance, a technology developer was experiencing technical challenges when in the process of integrating a payment gateway into their product, the Scrum Master linked the developer with other resources in order to address the problem promptly. The Development Team worked under the backlog, turning it into working software by brainstorming designs, coding, and testing new capabilities. Accountability was affected by their willingness to produce shippable increments at the close of each sprint (Rubin, 2012). Individually, these roles displayed the value of self-organizing, multi-functional teams, and their cooperation was central to their project goals.

**Completing User Stories**

The team could divide the broader project objectives into achievable user stories using Scrum-Agile. This facilitated consistent progress and tangible results every sprint. For example, a user story involved the development of a basic login facility for clients. By adopting the Agile methodology, the team produced an operational login functionality that was tested and presented to clients for their critique by the end of the sprint. Since stories are being finished incrementally, the stakeholders can offer early feedback, mitigating rework risk (Zayat & Senvar, 2020). This Agile approach to development further instilled a feeling of accomplishment and maintained the team's motivation.

**Handling Interruptions**

During development, the project was interrupted as SNHU Travel asked to refocus the work on searching through a search engine, to focus on mobile compatibility. This change would have caused delays and potential budget increases within a traditional waterfall model. Nevertheless, the Scrum-Agile framework helped the team to adjust quickly. The backlog was re-prioritized, and the sprint goals were changed without losing track of the overall progress (Zayat & Senvar, 2020). This adaptability demonstrated the ability of Scrum to meet dynamic business requirements and, simultaneously, add value to the time stipulated.

**Communication**

Effective communication was the key to the success of the SNHU Travel project team. Daily stand-up meetings allowed every member to report what he or she had done the day before, what he or she intended to do that day, and any impediments he or she faced. This ritual kept everyone informed and instilled a sense of responsibility and cooperation. For instance, when one developer complained about an issue with a database query, a colleague offered to pair-program and fix the problem, saving precious time. In addition to the daily meetings, the team used Trello boards and Slack channels to post information and monitor progress digitally. These media ensured that even when working asynchronously, there was visibility into the project status among members. Notably, communication was restricted neither to just the team nor even to the immediate group. Communication was maintained even among stakeholders. Frequent sprint reviews were opportunities to demonstrate finished increments to get immediate feedback, guiding development on the subsequent days. Cultivating an atmosphere of transparent communication enabled the Scrum process to instill collaboration rather than incur misunderstandings and encourage ongoing improvement.

**Organizational Tools**

The project's success also relied significantly on the organizational instruments and Scrum events that shaped the team's workflow. A particularly effective aspect was the employment of a Kanban board, which gave a visual representation of tasks progressing from the "To Do" column through the "In Progress" column to the column labeled "Done." This kept the group transparent and reduced disagreements about resource assignment. The Scrum ceremonies further enhanced the organization. Sprint Planning enabled the team to mutually agree on achievable goals. Daily Scrums kept the progress transparent. Sprint Reviews allowed the stakeholders to deal hands-on with the product, enhancing the clients' involvement.

Most importantly, the Sprint Retrospectives stimulated the examination of the team's performance, triggering improvements. For example, after identifying that certain features were being shipped into the test too late into the project schedule, the team committed to implementing the "test early" philosophy in the upcoming sprints. Those organizational practices went toward enhancing efficiency and developing a disciplined yet flexible development environment that was key to the project staying on course.

**Evaluating Agile Process**

Throughout the SNHU Travel project, the Scrum-Agile strategy presented strengths and problems.

**Pros**

* Flexibility in responding to changing client priorities.
* Functional software is delivered early and continuously.
* Enhanced team cooperation and communication.
* Transparency is achieved through backlog management and sprint reviews.

**Cons:**

* Team members who are new to Agile have an initial learning curve.
* Frequent meetings required a large time investment.
* Dependence on stakeholder availability for prompt feedback.

Despite these limitations, Agile proved to be the most effective methodology for the SNHU Travel project. The nature of the project, creating a client-facing travel application with changing requirements, required adaptability and iterative development (Zayat & Senvar, 2020). A waterfall method would have been very rigorous, perhaps resulting in mismatched features and delayed feedback.

**References**

Rubin, K. (2012). Praise for Essential Scrum. <https://libdoc.dpu.ac.th/eBook/113642.pdf>

Zayat, W., & Senvar, O. (2020, July 24). Framework Study for Agile Software Development Via Scrum and Kanban. ResearchGate; World Scientific. <https://www.researchgate.net/publication/341318650_Framework_Study_for_Agile_Software_Development_Via_Scrum_and_Kanban>