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CS 250: Software Development Lifecycle

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**Introduction**

As the Scrum Master for the SNHU Travel project, I helped lead the team through each part of the Scrum process to build our software. This Sprint Review and Retrospective looks back at what we did, what went well, and what we learned. I will explain how each team member helped, how we finished our work, how we handled changes, and how our communication and planning helped us finish the project. I will also explain if Scrum-Agile was the best choice for this project.

**Applying Roles**

Each person on the Scrum team had an important job that helped us finish the SNHU Travel project. The Product Owner made a clear list of what the product needed and what was most important. This helped the team know what to work on first.

The Development Team worked together to build and test the product. They gave good ideas during sprint planning and worked hard to finish their tasks. For example, when building the slideshow to show trip packages, a team can split the work. One person can work on the design, and another on coding. This enables us to move faster and more efficiently. As the Scrum Master, my job was to help the team solve problems and make sure we followed the Scrum process.

**Completing User Stories**

Scrum-Agile helped us finish our user stories in small, easy steps. By working on just a few tasks in each sprint, we were able to finish parts of the project on time. For example, one user story was about showing trip details when a user clicked on a travel package. We broke this into smaller parts: in one sprint, we built the picture display, and in another sprint, we added trip descriptions. The short sprints and regular progress checks helped us keep track of what we had finished and what we still needed to do. This helped us finish our work on time.

**Handling Interruptions**

During the project, we faced some unexpected changes. One example was when the client asked us to add a section for top-rated trips, which was not part of the original plan. Thanks to Scrum-Agile, we were able to handle this change easily.

We quickly updated the list of tasks and changed what we were working on. In the next sprint, we added the new feature without causing any delays. Daily meetings helped us keep everyone updated as we made these changes. Scrum made it easy to adjust when something new came up.

**Communication**

Talking to each other often helped the team work well together. In our daily stand-up meetings, each person shared what they had done and any problems they were facing. For example, one team member said, "I’m stuck on how to connect the image slideshow to the data." This allowed another team member to offer help right away.

I also sent simple messages like, "Please test the slideshow by 3 PM today so we can review it in the meeting." Messages like this kept the team focused on the most important tasks. Our communication worked because we kept it short, clear, and regular. Talking every day helped us solve problems quickly, and using group messages helped us stay connected all day.

**Organizational Tools**

We used helpful tools that kept the team organized. Our Scrum board was one of the most useful. We moved tasks from "To Do" to "In Progress" to "Done," so we could quickly see what we had finished and what still needed work. We also used backlog grooming, which helped us keep our list of tasks updated and made sure we were always working on the most important things.

The Scrum meetings—sprint planning, daily stand-ups, sprint reviews, and retrospectives—helped us stay on track. Sprint planning helped us choose what to work on, and retrospectives helped us talk about what went well and what we could do better. These tools helped the team stay focused and finish the project step by step.

**Evaluating the Agile Process**

The Scrum-Agile process worked well in many ways during the SNHU Travel project. One of the biggest benefits was that it made it easy to adjust when things changed. For example, when the client asked for new features, we could add them quickly. Another good thing was that we were always improving. After each sprint, we talked about what went well and what we could do better.

But there were also some problems. Scrum needs everyone to join all the meetings and stay involved. If someone missed a meeting, it could slow down the team and cause confusion. Also, having a lot of meetings sometimes took time away from working on the actual software.

**Was Scrum-Agile the Best Fit?**

I think Scrum-Agile was the best choice for the SNHU Travel project. This project needed to be flexible because the client changed their mind and asked for new things. Scrum made it possible to deliver working parts of the project in small steps, which helped keep the client happy and involved.

A traditional process like Waterfall would not have worked as well because it does not handle changes easily. Scrum worked better because it focused on teamwork, regular updates, and being able to change quickly when needed.

**Conclusion**

Being the Scrum Master for the SNHU Travel project taught me a lot about working in a team, being flexible, and the importance of good communication. Every person on the Scrum team helped us face challenges and finish the project successfully. Scrum’s tools and steps helped us stay organized, complete the work, and get better over time. In the end, Scrum-Agile was the right choice for this project and helped the team finish the work successfully while staying open to changes.