**Sprint Review and Retrospective**

Working through the SNHU Travel project gave me a better feel for how Agile works in practice. Taking on different Scrum roles showed me how each part of the team connects and why those roles matter. In this retrospective, I’ll share what stood out to me, how the roles contributed, how we finished user stories, how we handled changes, and how communication and tools kept the project on track.

**Applying Roles**

As Scrum Master, I discovered that structure really matters. By keeping Daily Scrums to 15 minutes and making sure everyone shared their updates, the team stayed on track. As Product Owner, I learned the value of asking users what they actually wanted. One customer explained they wanted vacation deals tailored to their profile, which directly became a user story. As a Developer, I learned the importance of asking for clarification when new requirements, like wellness vacations, suddenly appeared. Without those questions, we risked guessing. Finally, as Tester, I saw how vital it is to push for details about edge cases. For instance, should the app allow duplicate entries in the top five destinations? Asking these questions prevented confusion later.

**Completing User Stories**

Agile helped us finish user stories because it gave us a way to adapt. Writing stories with the “so that” statement really brought clarity. It showed not just what users wanted, but why. That made it easier to test and develop features that actually made sense. Instead of just listing destinations, we thought about what users would do with the information. Agile’s short sprints and feedback loops helped us keep refining until stories matched real user needs.

**Handling Interruptions**

When the client added wellness vacations, it showed me how Agile can handle changes without steering the project off course. Instead of starting over or causing delays, we just shifted priorities in the backlog. Some features got pushed back so we could focus on the new request. It wasn’t really a setback, it was just part of the process.

**Communication**

I realized pretty quickly that good communication makes or breaks the project. Simple things, like sending clear emails to the Product Owner and Tester, helped me get the answers I needed without slowing things down. In our group work, putting everything in one thread instead of a bunch of separate posts made it easier to follow along and get to a decision. It wasn’t fancy, but it kept things moving.

**Organizational Tools**

I learned that simple tools go a long way in helping the team stay organized. Keeping the backlog clear and refining it regularly makes sprint planning much smoother. Looking into Azure Boards also showed me how a visual tracker can tie tasks back to user stories and make progress easier to follow (Microsoft, 2023). Paired with Scrum events like Reviews and Retrospectives, these practices keep the project moving and give us chances to improve along the way.

**Evaluating Agile Process**

Overall, Agile proved to be the best fit for the SNHU Travel project. The pros: flexibility, constant feedback, and teamwork, far outweighed the cons, like frequent priority changes. A Waterfall approach would have been rigid and risky, especially with changing requirements. Agile lets us keep moving even when things shift.

**Conclusion**

What I took away from this project is that Agile only really works if you keep an open mindset. Switching between roles showed me how much depends on being flexible, talking things out, and keeping the user in mind. Even though this was just a class project, those habits made a difference in how we got the work done.

**References**

Microsoft. (2023). What is Azure Boards? https://learn.microsoft.com/en-us/azure/devops/boards