CS 250 Final Project: Sprint Review and Retrospective

Applying for Roles

In our Scrum-Agile team, each role played a crucial part in the success of the SNHU Travel project:

- Product Owner (PO): Defined user stories and prioritized backlogs, ensuring alignment with business goals. For example, the PO clarified requirements for the flight booking feature, preventing scope creep.

Scrum Master (SM): The SM facilitated daily stand-ups and removed blockers. When a team member struggled with API integration, the SM arranged a pair-programming session to resolve the issue quickly.

- Development Team: Collaborated on coding, testing, and refining features. For instance, developers used pair programming to efficiently debug the payment processing module.

Completing User Stories

The Scrum-Agile approach ensured that user stories were completed incrementally. For example:

- "As a user, I want to search for flights" was broken into subtasks (UI design, API integration, testing). Daily stand-ups helped track progress, and sprint reviews allowed stakeholder feedback before finalizing the feature.

Handling Interruptions

Mid-sprint, SNHU Travel requested a last-minute change—adding hotel booking. Instead of derailing progress, we:

- Adjusted the backlog in sprint planning.

- Used a spike story to research APIs quickly.

- The change was incorporated into the next sprint without delaying the release.

Communication

Effective communication was key:

Daily Stand-ups Kept the team aligned. For example, "Yesterday, I worked on flight search; today, I will integrate filters; blocker: API response time is slow."

- Slack Updates: Used for quick questions (e.g., clarifying a user story detail).

- Sprint Retrospectives: Discussed what worked (e.g., pair programming) and what did not (e.g., unclear acceptance criteria).

Organizational Tools

- Jira: Tracked user stories, backlog, and sprint progress.

- Burndown Charts: Visualized remaining work, helping adjust sprint scope.

- Scrum Events: Sprint Planning (set goals), Daily Stand-ups (track progress), Sprint Review (demo features), Retrospective (improve processes).

Evaluating Agile Process

Pros of Scrum-Agile for SNHU Travel:

- Flexibility to adapt to changes (e.g., adding hotel bookings).

- Faster feedback loops (stakeholders reviewed features early).

- Improved team collaboration (daily stand-ups, pair programming).

Cons:

- Disciplined time management is required (e.g., avoiding scope creep).

- Initial learning curve for team members new to Agile.

**Conclusion:** Scrum-Agile was ideal for SNHU Travel due to evolving requirements and the need for rapid iterations.

References:

Schwaber, K. (2020). Agile Project Management with Scrum. Microsoft Press.

Rubin, K. S. (2012). Essential Scrum: A Practical Guide. Addison-Wesley.