Sage London

CS 250

08/17/2025

Sprint Review and Retrospective

Throughout the past weeks in this course, I have taken on a variety of roles in a traditional Scrum-Agile team in order to analyze and truly understand them. I began as the Scrum Master, who oversees the communication practices of development and is responsible for planning. I learned the importance of both outgoing communication and active listening, to achieve a balance in leadership of being a guide but also letting the team advocate for themselves. It is crucial that a Scrum Master acts as a “servant leader” and does not try to control everything. Next, I learned about the role of Product Owner, who represents the client in the development process. The Product Owner must speak multiple languages, so to speak, and be able to translate whims from the client into followable instructions for the developers and testers. This is typically achieved through User Stories, which I will discuss in detail later. I also experienced the Developer and Tester roles on the team, and made changes to code to fit instructions from my Product Owner, as well as utilized User Stories to develop test cases for the project. Ultimately, each of these roles shaped the fictional “SNHU Travel Project” throughout these past weeks, and the project only was able to exist through their communication and collaboration. In a group discussion with my classmates, I chose to act out the role of Product Owner, and decided to use what I’ve learned to contribute to my team by focusing on listening rather than speaking, and attempting to translate the needs of who I was speaking to into actions that could move the project forward.

Throughout the SNHU Travel Project, User Stories were the main form of communication of the client’s needs. User Stories are incredibly useful because they invite those working on the project to step into a user’s shoes and view their work from another perspective. They also provide manageable goals to the team that are simple to assess the work required to complete. Viewing the project as a set of smaller goals to complete a vision makes the project flexible and adaptable to change, which is important because in the real world, people change their minds all the time. In the SNHU Travel Project, this happened when the client suddenly decided to prioritize health and wellness as a factor in featured destinations instead of popularity. Because change was to be expected, in the role of Developer, all that was necessary was to make a few changes to the site to accommodate the client.

In every role on the Scrum team, communication was the most important skill in getting the job done, above any technical ability. I experienced communicating to my team from the perspective of every role throughout my time in this course, and learned that while the fundamentals of active listening and respect are shared, the responsibilities are not. For example, as the Scrum Master, I was responsible for facilitating communication in a group and mediating, as well as listening. As the Product Owner, my responsibilities were more geared toward translating, from a corporate tongue to technical requirements. When practicing communicating in a group, I noticed that in the provided information it was stated that backlogs of work were unequally distributed among developers. This stuck out to me as a problem that fell under my responsibilities to solve, so I promised my team I would make my first priority to distribute the work fairly, as I felt this would encourage collaboration and reduce burnout. Then, during my time as the Developer and Tester, my communications were focused on gaining clarity from those in leadership roles. I practiced writing emails to the Product Owner and asking for specific details of the client’s needs. All of these examples are of effort taken to match the final product with what the client envisions as closely as possible, as is the goal of Scrum-Agile as compared to a Waterfall approach.

A traditional Scrum-Agile approach like we used comes with many pre-defined tools to encourage progress and communication, both in the forms of digital workspaces, like Microsoft Azure Boards, or just verbal meetings facilitated by the Scrum Master. The Daily Scrum, for example, uses the Kanban board to display progress from the team and invites everyone to briefly share their accomplishments, goals, and setbacks, fostering openness and transparency. Another crucial event is Sprint Planning, which uses the Product Backlog to assemble goals for a particular sprint. The Sprint Review and Sprint Retrospective give the team the opportunity to reflect and improve for next time after these chosen goals are completed.

The SNHU Travel Project found success with a Scrum-Agile approach, as the project was simple to break down into manageable goals, and when the client’s needs changed over time, accommodating them was simple. Even though there were a few bumps in the road where additional communication was necessary, such as when I needed more information from the Product Owner when I took on the role of Developer, the Scrum-Agile approach welcomed these questions as part of the process. With a Waterfall approach, I think that the project may have been completed without considering new ideas from the client, such as health and wellness destinations, and though the final result may have been acceptable, it would not have been as polished as with a Scrum-Agile approach. For these reasons, I believe Scrum-Agile was the appropriate approach for this project.