CS-250 Sprint Review & Retrospective

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CS-250: Software Development Lifecycle

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As part of ChadaTech's initiative to transition from the traditional waterfall model to an Agile Scrum framework, my team developed a slideshow application for SNHU Travel. The goal of the project was to build an interactive and user-friendly application that allows users to view and navigate through five popular travel destinations, each with images and descriptions. This project was carried out using Agile principles, with each sprint focusing on clear user stories, collaboration, and continuous feedback.

At the end of the final sprint, we conducted a Sprint Review and Retrospective to evaluate the process, reflect on our experiences in different Scrum roles, and identify lessons learned. This exercise allowed us to assess how Agile practices improved delivery, enhanced communication, and supported flexibility throughout the development cycle.

Applying Roles:

Throughout the development process, each Scrum role contributed significantly to the project's success.

Product Owner: The Product Owner provided the initial vision of the slideshow feature, defined the acceptance criteria, and prioritized the product backlog. They ensured that each sprint focused on delivering the highest-value features first. Their clear communication of the requirements — including which destinations to highlight and how they should appear — gave the team a solid direction.

Developer: In my developer role, I was responsible for implementing the slideshow functionality, integrating the image paths, and adding descriptions for each destination. I worked iteratively, making adjustments to meet changing requirements without disrupting the overall structure of the application.

Tester: In my tester role, I focused on ensuring quality through early testing, using daily standups to surface issues quickly. I also recommended automated testing to streamline validation across multiple builds, which helped maintain quality even as features evolved.

Scrum Master: Acting as Scrum Master during the retrospective, I facilitated team discussions, ensured that blockers were addressed, and promoted transparency through Agile ceremonies like daily standups, sprint reviews, and retrospectives.

Each role was essential in delivering a functioning product and ensuring that the Agile approach was applied effectively.

Completing User Stories:

The Agile Scrum framework supported the completion of user stories by breaking work into manageable increments. For example, one user story required the application to display images and text for five destinations. By iterating through sprints, the development team was able to first set up the basic slideshow structure, then progressively add images, text, and navigation functionality.

The backlog refinement and sprint planning meetings were particularly helpful in defining clear goals and prioritizing tasks. Instead of waiting for a complete product to emerge at

the end, we delivered incremental improvements throughout the sprints, making it easier to gather feedback and adjust as needed.

Handling Interruptions:

One of the key benefits of adopting Agile was the ability to adapt quickly to changes. During the development process, the Product Owner requested new images and updated text descriptions for each slide. Instead of halting development or rewriting large portions of the code, we simply updated the image paths and revised the text, thanks to the modular structure established early in the sprint.

Daily standups helped the team communicate changes immediately, ensuring alignment and avoiding confusion. This responsiveness demonstrated how Agile supports smooth adaptation to evolving requirements.

Communication:

Effective communication was the foundation of our success. Throughout the project, daily standups kept the team aligned, sprint planning clarified objectives, and backlog refinement allowed for real-time prioritization.

A sample of my communication illustrates this clearly. In an email to the Product Owner and Tester, I wrote:

“Could you please confirm that the five selected destinations—Paris, London, Tokyo, Berlin, and Damascus—align with the product vision? Please review and confirm the associated

descriptions and provide any branding guidelines. For the tester, could you provide feedback on any issues with the navigation buttons or text layout after the latest build?"

This message was clear, specific, and encouraged collaboration. By outlining exactly what I needed and from whom, the team could provide quick, targeted feedback, preventing delays and misunderstandings.

Organizational Tools:

Agile project management tools such as Jira Software or Azure Boards can significantly enhance communication and transparency. If implemented in this project, they would have allowed the team to track tasks visually, view sprint progress, and identify blockers quickly.

Kanban boards, burndown charts, and backlog features promote real-time updates and make information radiators visible to all stakeholders. These tools align perfectly with Scrum events such as sprint reviews and retrospectives, ensuring that everyone has access to the same information and can make informed decisions.

Evaluating the Agile Process:

Using the Scrum-Agile approach in the SNHU Travel project provided many benefits:

Pros: Agile improved flexibility, allowed rapid adaptation to change, encouraged continuous feedback, and kept communication clear. Early and frequent testing increased product quality, and collaboration strengthened team alignment.

Cons: Agile requires consistent participation and discipline from all team members, and daily meetings can feel time-consuming initially.

However, compared to a waterfall approach — which would have delayed testing and feedback until the end — Agile enabled faster, more reliable delivery. In this project, Scrum-Agile was clearly the better approach, supporting incremental delivery and real-time improvement.

Conclusion:

The Sprint Review and Retrospective for the SNHU Travel project highlighted how essential Agile practices are for building flexible, collaborative, and efficient development processes. Each Scrum role played a vital part in the project's success, from defining the vision to coding, testing, and facilitating communication.

Agile methodologies, supported by strong communication and organizational tools, allowed the team to adapt to change quickly and deliver a quality product. This experience demonstrated not only the strengths of Scrum but also how a well-functioning Agile team can improve productivity, reduce risk, and deliver real value to stakeholders.

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