Michael King

Professor Maryann Krupa

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7-1 Final Project: Sprint Review and Retrospective

For the last two months, my Scrum-Agile Team has contributed to the success of the SNHU Travel Project. My team consisted of: The Project Owner, the Development Team, and me, the Scrum Master. The Project Owner’s role was to manage the Product Backlog effectively. Despite limited information about the project, the Product Owner was able to order and prioritize the most important items in the Product Backlog to ensure the transparency of all team members. Moreover, the Product Owner has the crucial task of creating user stories for the SNHU Travel project. Telling user stories is an appropriate way to define requirements in Agile software development.

As the Scrum Master, my main focus was ensuring my Scrum Team’s transparency and adherence to Scrum practices and Agile principles. Subsequently, in this module, I took on the crucial role of organizing and implementing the Scrum framework in the SNHU Travel Project. I arranged a Sprint Review and Retrospective to review the project’s status, steps needed for completion, and challenges the team faced during the project.

The Development Team has also contributed to the success of the SNHU Travel project by prioritizing and completing tasks in the Product Backlog. As the Scrum Master, I guided the Development Team through all aspects of creating the SNHU Travel project. Moreover, they were self-organized and cross-functional, which allowed them to make necessary decisions for the delivery of a product increment.

The Scrum-Agile approach supported the Scrum Team in their next step in the development of the SNHU Travel project, which involved completing user stories. Initially, the project had three main user stories to address, which involved straightforward tasks related to the user stories that aided the team in better understanding the time and effort required to finish the project. The first user story was to develop an application that allowed the user to access a list of the top 5 most popular destinations. The second user story was to develop a feature that allowed the user to see the destinations based on their match percentage. The final user story was to create a feature enabling them to filter destinations based on price range. My Scrum Team completed the user stories by dividing them into smaller tasks within a Sprint. This approach made the user stories easier to manage and allowed the team to deliver an increment in each Sprint, leading to continuous feedback and iterative development of the SNHU Travel Project.

When the SNHU Travel project faced interruption and changed direction, the Scrum-Agile approach proved effective in adapting to these circumstances. In Module Four, the testers have entered three test cases for the SNHU Travel Project, which include the inputs and expected results for the project. The first test case involved clicking on the webpage that displayed personalized destinations. The second test case involved clicking on another webpage with popular travel deals. The final test case involved clicking on the price range of the destinations in the user profile page. In Module Five, the Product Owner had a conversation with a customer about the new popular destinations. Instead of those destinations, the duo decided to showcase the top five detox and wellness populations. However, the team still managed to be successful in developing the project before the deadline, and they were able to shift to mobile and web development and meet new requirements.

To optimize the Scrum Team’s efficiency in developing the SNHU Travel project, I implemented effective and transparent communication practices. A notable example of this approach was the utilization of Daily Stand-ups. These brief meetings highlighted the team’s progress, potential challenges, and daily objectives. Another example of effective communication was active listening, which built trust and understanding within the team. By using active listening, I ensured the team was on the same page in developing the SNHU Travel project.

To help my Scrum Team complete the project, I used JIRA, one of the main tools used to increase team transparency and manage the Sprint Backlog. I also used Sprint planning, which involved stating the Product Goal and reviewing the Product Backlog. The Sprint Backlog and the Product Backlog were both applied as a way to encourage the Scrum Team’s focus on completing the SNHU Travel Project. This approach proved to be effective as it provides a clear summation of completed tasks and outstanding work.

The Scrum-Agile approach was a well-organized method specifically used for the SNHU Travel project. It allowed the team to collaborate efficiently and adapt to change. It encouraged a strong level of communication among the team, which was challenging for some members of my team. The team’s ability to respond quickly to new project information and include it in their development plans was a useful advantage. They were also able to gather frequent changes and feedback through the Sprint Review and Retrospective in this module. Scrum allowed short, frequent meetings to ensure the team was on the same page and knew what to do whenever they had a project to develop. If the team had adopted a different approach, I believe the efficiency of the SNHU Travel project would have been compromised due to a lack of team collaboration and communication.