***Sprint Review and Retrospective***

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**Introduction**

This retrospective examines how the SNHU Travel project applied Agile methodologies during its development. It studies the roles in the Scrum team, the user stories (and their effectiveness), the interruptions that are bound to happen when working on a project, the communication strategies that keep the team on the same page (or not), the tools that help you stay organized (or not), and the Agile process itself (or not).

**Applying for Roles**

Every Scrum role was crucial to the project’s success. As the Product Owner, I elicited stakeholder requirements and prioritized user stories. The Scrum Master ensured that Agile practices were followed and that the team had smooth daily stand-ups and backlog refinement sessions. As a Developer, I implemented key features and ensured code quality. The Tester verified that all deliverables met acceptance criteria before being deployed. These roles collectively enhance collaboration and efficiency on our team.

**Completing User Stories**

The Scrum-Agile method allowed user stories to be completed in a way that allowed requirements to be continually refined. One instance was the "Top Five Destinations List." This feature initially started with a request for a static page. However, it later evolved (as the process went on) into an interactive slideshow—based on user feedback. Incremental improvements allow us to develop a product (I use "us" because I had the opportunity to work closely with the project team) that fits user needs.

**Handling Interruptions**

The adaptability of Agile was crucial when project requirements changed. Stakeholders requested modifications to the travel package selection interface. They wanted to make changes right in the middle of our development. However, we had already formed a nice momentum with the project. Agile kept us from faltering with the revisions that our stakeholders (who were now much more invested in the outcome) wanted. Scrum’s sprint backlog refinement ensured we reprioritized and adjusted work to maintain our transitional flow.

**Communication**

The project's success hinged upon effective communication. To facilitate this, we held daily stand-up meetings. However, these were not your typical "good morning, everyone" meetings. We used them as a means to drive project progress by sharing information and resolving blockers—together. Much of what we did in these meetings was collaborative storytelling. By the end of the meetings, you'd know who had a part of the story that was stuck and needed attention and who was making substantial progress and might point to a more complete and coherent narrative.

**Organizational Tools**

Organizing and tracking progress with Jira was essential. The Scrum Board was transparent, showing task status and assignments. Sprint planning sessions provided well-defined goals and a structured approach to efficient development. Retrospectives identified areas for improvement, enhancing the team's performance in the next sprint.

**Evaluating Agile Process**

The Scrum-Agile method had several advantages: it was flexible, iterative, and allowed for continuous feedback. Even so, estimating project timelines was an issue, mainly because the requirements changed frequently. Still, the high-quality final product was a good indicator that the Agile Scrum approach to this project succeeded.