**Sprint Review and Retrospective – SNHU Travel Project**

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**Applying Roles**  
Throughout the SNHU Travel project, I had the opportunity to take on the roles of Scrum Master, Product Owner, Developer, and Tester. Each role allowed me to contribute uniquely to the success of the project. As Scrum Master, I facilitated daily standups, maintained the sprint schedule, and ensured team communication stayed focused and on track. This helped us address blockers early and adapt efficiently to changes. As Product Owner, I collaborated with the client to gather requirements, such as their request to include top five destinations, budget-friendly options, and travel types like cruises and flights. I turned these requirements into clear user stories and prioritized them in the product backlog.

As a Developer, I helped implement the basic structure of the main menu based on the client’s requests. This included allowing users to view destinations and choose options based on budget and travel type. As a Tester, I verified that features worked as intended, created test cases, and filed bug tickets when needed. Each role built on the others—ensuring alignment between what was needed, what was built, and what was tested for quality.

**Completing User Stories**  
Using Scrum-Agile principles allowed our team to break down the project into manageable sprints and complete user stories more effectively. For instance, we created user stories such as “As a user, I want to view the top five destinations so that I can plan my travel.” These stories followed the INVEST model (Independent, Negotiable, Valuable, Estimable, Small, Testable) and gave the team clear objectives. During each sprint, we selected a few user stories to focus on, estimated their complexity using planning poker, and held sprint reviews to check progress. Scrum ceremonies like sprint planning and retrospectives helped us continuously adapt our approach and improve productivity across the SDLC.

**Handling Interruptions**  
Midway through the project, the client requested a shift in priorities—changing the “top five destinations” to focus instead on “top five wellness travel destinations.” While this change could have caused delays in a traditional model, the Scrum-Agile framework enabled our team to pivot quickly. We reviewed the product backlog, revised the affected user stories, and realigned our sprint goals. The Scrum approach’s flexibility allowed us to respond without disrupting the overall flow of the project. Our ability to adapt showed how effective Agile can be when dealing with evolving client needs.

**Communication**  
Communication was a critical factor in keeping the project on track. As a team, we held daily standups where we discussed progress, blockers, and next steps. For example, when the client’s request changed, we used these meetings to clarify how the change would impact development and testing. We also used a shared platform (e.g., Google Docs, Trello, or email) to update status, assign tasks, and track bug tickets. This transparency promoted trust and helped ensure that everyone understood their responsibilities. It also reduced misunderstandings and kept everyone aligned throughout the project.

**Organizational Tools**  
We used several Scrum tools and events that contributed to our success. The product backlog helped us prioritize tasks and manage shifting requirements. Sprint planning meetings helped us set realistic goals for each sprint. During daily standups, we stayed accountable and identified issues early. At the end of each sprint, we held reviews and retrospectives to assess what went well and what could be improved. These Scrum events made it easier to organize our work, stay flexible, and ensure quality delivery. We also tracked bugs and test case results, which helped maintain the software’s reliability.

**Evaluating Agile Process**  
Overall, the Scrum-Agile approach was a great fit for the SNHU Travel project. Its iterative nature allowed us to handle shifting client expectations—such as the late-stage change in destination focus—without delaying the entire project. The emphasis on collaboration and short feedback loops helped the team stay connected and efficient. Some challenges included time management and making sure everyone was engaged during meetings. However, the benefits of Agile far outweighed the drawbacks. In my view, Scrum was the best approach for this project because it gave us the flexibility and structure needed to deliver what the client wanted while continuously improving as a team.