# **Sprint Review and Retrospective**

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**Overview**

This paper provides a Sprint Review and Retrospective of the SNHU Travel project. It reflects on the roles, user story completion, communication practices, and how the team adapted to changes using Scrum principles. The analysis highlights key takeaways and evaluates the effectiveness of the Agile approach throughout the project.

**Applying Roles**

In the SNHU Travel project, the Agile Scrum framework was used to guide the development process, with each core role: Developer, Product Owner, and Scrum Master, playing a distinct and essential part in the project's success.

The **Developer** was responsible for building and testing application features based on user stories. For example, the Developer wrote initial test cases and later updated them to reflect revised wireframes when the project scope shifted. This role focused on ensuring functionality and meeting acceptance criteria, which highlighted the importance of writing clear, testable requirements to support quality deliverables (Rubin, 2013).

The **Product Owner** was in charge of creating and refining user stories and maintaining the product backlog. This role ensured the team had clear direction and that all features aligned with SNHU Travel’s evolving goals. A strong example of this was when the destination list was revised based on user feedback, shifting the emphasis to wellness travel. This demonstrated the value of user-centered design and the need to remain responsive to changing client priorities (Schwaber & Sutherland, 2020).

By supporting and observing these roles in action, I helped the team as a Scrum Master to navigate challenges and apply Agile principles effectively, ultimately enabling the successful delivery of project goals. I served as a facilitator and coach, guiding the team through Scrum events such as daily stand-ups, sprint planning, and retrospectives. I monitored progress, removed blockers, such as clarifying expectations or resolving test criteria issues, and helped ensure collaboration remained strong across the team. This leadership helped maintain focus and rhythm throughout each sprint (Petersen, Wohlin, & Baca, 2019).

**Completing User Stories**

The Scrum Agile approach significantly helped in completing user stories throughout the project. Breaking work into sprints gave our team clear focus and manageable goals. For instance, during one sprint, the team focused only on finalizing travel destination features and associated test cases. This helped to ensure quality while avoiding feature creep.

Scrum events such as sprint planning and backlog grooming were very useful. They allowed us to adjust priorities while keeping the work aligned with business goals. By focusing on one feature or user need at a time, we were able to deliver working increments each week. This would not have been as easy to achieve with a traditional waterfall approach (Larman & Vodde, 2016).

**Handling Interruptions**

One of the most valuable strengths of the Scrum-Agile approach is its ability to adapt quickly when interruptions or changes occur during development. This was clearly demonstrated during the SNHU Travel project when the wireframe and travel destination list were updated midway through the course. Initially, the application focused on showcasing top-rated travel destinations, but partway through, the client shifted priorities to highlight wellness travel themes through a slideshow feature. This change required us to adjust user stories, redesign parts of the interface, and revise test cases accordingly.

In a traditional waterfall model, this type of change would have required revisiting earlier phases like requirement gathering and design, potentially delaying the entire project. Since the waterfall process depends on each phase being completed before the next one begins, responding to late-stage changes is difficult and often costly (Larman & Basili, 2003).

However, within the Agile Scrum framework, we embraced these changes as part of the process. Instead of being derailed, we addressed the updates during sprint planning and backlog refinement sessions. We reprioritized tasks and implemented the wellness-themed slideshow along with other new features such as updated filtering options and refined user interface elements. This approach allowed us to stay focused, deliver updated features efficiently, and maintain the project’s momentum without starting over (Schwaber & Sutherland, 2020).  
Agile also made it easier to stay aligned on priorities. For instance, because the Product Owner role maintains and reorders the backlog, we were able to shift tasks around in a structured way rather than react chaotically. The Scrum events, like the daily stand-ups and retrospective, helped us communicate openly about the change, assess its impact, and find the best way forward as a team (Petersen et al., 2019).

This ability to remain agile in the face of interruptions reflects one of the key values in the Agile Manifesto: “Responding to change over following a plan” (Beck et al., 2001). The project did not lose quality or direction. Instead, it improved because we could integrate feedback and realign with user needs. This flexible response to change is exactly what makes Agile development so effective in dynamic or fast-paced industries like software and digital services.

**Communication**

As the Scrum Master for the SNHU Travel project, I prioritized clear, concise, and collaborative communication to help the team stay coordinated and productive throughout each sprint.

For example, during the testing phase, I sent a detailed update to the team summarizing which test cases needed revision after the travel destination list changed. I structured the message with bullet points highlighting specific changes, such as updated acceptance criteria for wellness travel slideshow features, and clearly explained why these changes were necessary. This format made it easy for team members to understand the scope of work and what was expected next, reducing confusion and preventing duplicated efforts.

Additionally, I often used polite, invitational language to promote dialogue and inclusiveness. Phrases like “Please let me know if I misunderstood your point” or “Does anyone have questions about this approach?” fostered an environment where everyone felt comfortable speaking up. This openness was especially important during sprint planning when clarifying user stories and priorities, ensuring no blockers were overlooked.

These communication practices reflect core Scrum values like transparency, respect, and collaboration, which are crucial for keeping Agile teams aligned and high performing (Rubin, 2013). By providing clear updates and inviting discussion, I helped maintain momentum and fostered a positive team dynamic essential for Agile success.

**Organizational Tools**

Several Scrum-Agile principles and tools supported our team’s success. Templates provided in the course, like the Agile Team Charter and user story worksheets, helped keep our project structured. The backlog served as a living document that guided sprint planning and ensured we were always working on the most valuable items.  
Scrum events were equally valuable. For example:

* Sprint Planning clarified our goals.
* Daily Stand-Ups (in discussion form) helped us check progress and spot issues early.
* Retrospectives encouraged reflection and continuous improvement.  
  These tools and events created a rhythm and accountability that helped me stay on track throughout the term (Schwaber & Sutherland, 2020).

**Evaluating the Agile Process**

The Scrum Agile approach proved to be highly effective for the SNHU Travel project. It offered several clear advantages that supported both project momentum and product quality.

**Pros:**

* Flexibility to adapt to changing requirements: When the destination list and wireframe were updated mid-project, Agile allowed us to adjust the backlog and revise our test cases in the next sprint without disrupting the overall timeline (Schwaber & Sutherland, 2020).
* Continuous delivery through iterative development: Each sprint allowed us to complete and deliver small but functional components of the application, such as user story drafts, test cases, and destination features, ensuring we could make progress even as priorities shifted (Larman & Vodde, 2016).
* Built-in feedback cycles: With each sprint review and retrospective, we reflected on what worked and what didn’t. For example, after testing destination features, we were able to refine our user stories for better alignment with business goals and traveler preferences (Rubin, 2013).

**Challenges:**

* Prioritizing user stories with unclear business value: When the destination list and wireframe were updated mid-project, such as shifting the focus from showcasing top-rated destinations to highlighting wellness travel themes in the slideshow, Agile allowed us to reprioritize the backlog and revise user stories and test cases in the next sprint. This adaptability helped us align the project more closely with changing client goals without disrupting the overall timeline (Petersen et al., 2019).
* Managing scope creep: As the project progressed, additional feature ideas kept emerging, such as adding advanced travel filters (by price, weather, or activities) and integrating a personalized recommendation system. While these features would enhance the application’s value, incorporating them mid-sprint threatened to overload the team and shift focus away from completing the core slideshow and destination display features. Without careful backlog grooming and sprint planning, these added requests could have extended timelines and reduced delivery quality (Schwaber & Sutherland, 2020).

Despite these challenges, Agile was the better approach for this type of project. SNHU Travel’s evolving needs, client feedback, and the project’s user-focused goals were better supported by Agile’s iterative, flexible model than they would have been with a rigid, linear waterfall method. Agile helped us stay aligned, responsive, and goal-driven throughout the development process (Larman & Vodde, 2016).

**References**

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