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SNHU Travel Project: Sprint Review and Retrospective

CS-250: Software Development Lifecycle

October 17th, 2025

***Applying Roles***

During the development of the SNHU Travel application, various Scrum Agile roles played crucial parts in the project's success. The team consisted of a Product Owner, Scrum Master, Developers, and Testers, with each member focused on ensuring the product met user needs, upheld technical quality, and delivered value to stakeholders. As the Scrum Master for this Sprint Review and Retrospective, I am reflecting on the team members efforts and outcomes of our final sprint. Being given the opportunity to contribute across all roles throughout the product development gave me a comprehensive understanding of Agile dynamics and team synergy. In this sprint review and retrospective, I will outline each member's responsibilities and emphasize the importance of their roles in creating the best possible product.

**Project Owner:** As the Product Owner, you are responsible for defining the product vision and translating the goals of the SNHU Travel project into user stories. This role is crucial for aligning stakeholders with the development team through effective communication and backlog refinement. By continuously refining the backlog and clarifying acceptance criteria, the Product Owner ensures that the development team remains focused on delivering value in each sprint.

**Developer/Tester:** The developer is responsible for converting user stories into functioning software, with an emphasis on implementing the project's core features. By paying close attention to detail and conducting iterative testing, we can ensure that the application is both functional and user-friendly. As a tester, the responsibilities include collaborating with all team members and creating test cases based on their feedback. Continuous testing throughout the product creation process allows the entire team to develop the best possible product for the customer.

***Completing User Stories:***

Scrum-Agile helped turn user stories into working features by breaking development into focused sprints and staying open to feedback. Each story had a clear goal and acceptance criteria, making it easy to understand and build. For example, one story said, “As a traveler, I want to view the Top 5 Destinations with images and booking links.” Another user suggested, “I would like the list customized for me based on my previous travel or profile,” which set clear guide lines for the team in creating personalized views based on user history.

***Handling Interruptions:***

One of the most valuable aspects of the Agile approach is its flexibility to handle interruptions and shifting priorities without derailing the entire project. During the SNHU Travel application development, our team encountered a significant change in direction midway through the sprint cycle. The product owner informed the team stakeholders had requested change in direction going towards wellness retreat vacations. This happened after initial planning already prioritized destination browsing and booking features. However, with the Agile structure the team was able to make modifications to what had already been created to fulfill stakeholder requests for change.

***Communication:***

During Sprint 2 of the SNHU Travel project, I was tasked with developing test cases for flight search functionality. To fully comprehend acceptance criteria and user expectations I reached out to Jordan Smith, our Product Owner for clarification on key aspects of the user story. I used structed bullet points to isolate each question, and explained the purpose was for test case development which allowed the project owner to understand my questions and respond effectively.

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Hi Jordan,

I hope you’re doing well. As I develop test cases for the flight search feature, I have encountered a few areas in the user story that could benefit from additional clarification.

Specifically:

* What should the system display if no flights are available for the selected destination and dates?
* How should the system respond to invalid input (empty fields, unsupported characters)?
* Are there any constraints on the number of flight options shown or the sorting logic beyond price?

Understanding these details will help ensure our test coverage is thorough and aligned with user expectations. I would appreciate any documentation or insights you can share.

This email initiated a quick follow up discussion with Jordan where he was able to clarify the expected behaviors and shared updated acceptance criteria. This resulted in our team being able to write more accurate and complete test cases. Aligning developers with clarified requirements and reducing the need for rework which lead in improving productivity.

***Organizational Tools:***

Throughout the Travel project, our team utilized tools such as Jira, Confluence, Slack, and Miro to stay organized and adapt to Scrum-Agile practices. Jira was essential for managing our backlog and tracking sprint progress. Confluence streamlined our documentations allowing for easy access during planning and retrospectives. Slack enabled fast and flexible communication, and Miro provided a visual platform for collaboration during meetings. These tools allowed for transparency, teamwork, and adaptability, enabling us to stay on track and improve with each sprint. By integrating them with Scrum events, we kept our team focused and connected, which was crucial to the project's success and our Agile pilot at ChadaTech.

***Evaluating Agile Process:***

The Agile approach was effective for the project, enabling us to deliver usable features in each sprint and gather early feedback. This helped us enhance tools like the itinerary builder and flight search. Scrum ceremonies, along with tools like Jira and Confluence, kept the team aligned and encouraged collaboration. Although juggling multiple roles and estimating story points posed challenges, the flexibility and user-focused nature of Agile made it a more suitable choice than Waterfall. It allowed us to adapt quickly, continuously improve, and develop a more polished app, which was ideal for both the project and ChadaTech's Agile pilot.

***Sources:***

Cobb, C. G. (2023). *The project manager’s guide to mastering agile: Principles and practices for an adaptive approach* (2nd ed.). John Wiley & Sons.

Project Management Institute. (2017). *Agile practice guide*. Project Management Institute.