**Sprint Review and Retrospective**

**Applying Roles**

As the Scrum Master for the SNHU Travel project, I helped make sure our team stayed on track by facilitating meetings, encouraging collaboration, and removing roadblocks. Each team role played a big part in our success. Our Product Owner kept the backlog updated and prioritized, which helped the team stay focused on what was most important. For example, when the client shifted focus to wellness travel, the Product Owner quickly adjusted the backlog. The Developers turned those updated user stories into real features, like the destination list. Our Testers confirmed that everything worked as expected. My job as Scrum Master was to guide the team through the Scrum process, running daily standups, organizing sprint planning and reviews, and leading retrospectives.

**Completing User Stories**

Scrum helped us break the project into manageable chunks through user stories. Each sprint focused on completing a few high-priority stories. One example was a story about displaying the top five wellness destinations for travelers. We discussed the story in planning, broke it into tasks, built it during the sprint, and tested it before presenting it at the sprint review. Using Agile made it easier to stay flexible and adjust based on feedback. Having regular check-ins and refinement meetings meant that each story we worked on was well-defined and achievable within the sprint.

**Handling Interruptions**

Halfway through the project, SNHU Travel changed their direction to focus on detox and wellness vacations. This could have been a major issue, but the Agile process helped us stay on track. During sprint planning, we talked about what changes were needed, adjusted our backlog, and added new user stories that supported the client’s new goals. Because we worked in short sprints and held regular meetings, we didn’t lose time or momentum. This flexibility is one of the biggest benefits I noticed with Scrum.

**Communication**

Good communication made everything run more smoothly. As Scrum Master, I made sure we had daily standups to talk about progress, blockers, and what we planned to work on next. One day, a developer mentioned being unsure about how to implement the spa filter. I encouraged a quick meeting between them and the Product Owner, and they cleared it up in just a few minutes. I also sent reminders and updates to the team, like one message asking everyone to update the sprint board by the end of the day. Little things like that helped keep us all aligned.

**Organizational Tools**

We used tools like a sprint board to track tasks, and burndown charts to keep an eye on our progress. These helped us stay organized and spot issues early. The Scrum events we followed—like sprint planning, reviews, and retrospectives—kept us focused and helped us improve over time. In one retrospective, we realized that unclear user stories were slowing us down. So, we agreed to include both developers and testers in backlog refinement meetings. That change made a big difference in the next sprint.

**Evaluating Agile Process**

In conclusion, Scrum-Agile was the right choice for this project. It let us adapt to changes quickly, deliver value early, and collaborate more closely. It also encouraged regular feedback and continuous improvement. One downside was that it took some time for everyone to get comfortable with the process, especially those new to Agile.

Through the challenges, I still believe Agile was the best fit for SNHU Travel. The client’s needs changed during development and Scrum gave us the tools to adapt without falling behind. It promoted teamwork, open communication, and steady progress. This experience showed me how powerful Agile can be for client-focused software projects.