**Sprint Retrospective**

The success of the SNHU Travel project was due to the effective and successful collaboration of the scrum team including but not limited to the roles of product owner, scrum master, development team and product tester(s). The product owner was able to effectively communicate with the end user / client(s) to gauge the end results that they were looking for. When the product vision changed, the product owner re-prioritized the product backlog to adjust the focus of the team to complete more important tasks and shift focus away from the less prioritized features of the platform. Additionally, the product owner communicated effectively with the team and answered questions to clear up ambiguities with project scope and/or design so that the product vision was clear and uniform across the whole team. The scrum master held the team together by facilitating one of the most important parts of the development process; The Daily Scrum. By effectively maintaining open communication channels between team members through the daily scrum and by effectively communicating with the product owner, the team was able to work in a uniform manor to maintain effective development and avoid discrepancies such as double jeopardy (when two developers work on the same feature unknown to each other) and product vision misinterpretation. Finally, the development team and testers(s) worked with the acceptance criteria to successfully construct an application that not only met but exceeded client expectation while effectively communicating any concerns regarding time constraints or any confusions regarding product image. This effective communication is what keeps the team working in a progressive manor TOGETHER rather than creating more roadblocks attempting to facilitate the teamwork and allowing for flexible product development.

Through the use of the scrum-agile process, the changes in project scope could be addressed mid development rather than call for an entire project redesign. With user stories, the product owner was able to effectively portray what the end users were looking for in terms of product requirements and design to paint a picture of what they would like to see the end product looking like. From this, product backlog features can be derived directly, creating clear and concise requirements and acceptance criteria for the team to begin immediate work on. Additionally, these backlog items can be prioritized by the product owner for the team so that important features that had a lot of impact when discussed by the end users can be completed over other less receptive features. This allowed for a happy medium for the user stories being heard and implemented while the final product could still reach release by the target date. In conjunction to this, mid-project changes can be implemented the same way. With the ability to receive user input after implementing a feature, the development team can make immediate changes to product design if the end users disliked the originally implemented theme/style. In the case of the SNHU Travel project, the top destinations changed into a slideshow style from their original list style. The agile process allowed for this change by facilitating user review and implementing a change to the top of the product backlog to meat customer expectations to deliver a product they were satisfied with. After all, when all is said and done, the customer should be happy with the product they receive in the end.

As scrum master, the bulk of my communication with the team occurred during the daily scrum however it did not stop there. I kept the team focused on the topic at hand during the scrum and took notes for sidebar topics to discuss post-scrum, that way the team members unaffected by the sidebar could begin immediate work post-scrum and the sidebar topic(s) could be addressed directly with the affected individual(s). In this manor, we were able to maintain peak productivity by keeping the team on topic and preventing the waste of valuable time through time management effectively displayed by side-barring topics and maintaining clear and open communication through the daily scrum. In addition to these efforts, I encouraged all team members discuss at least 1 thing during the daily scrum. This allowed team members to discuss what they were actively working on, allow other team members to offer assistance, clear up any confusions and ensure that multiple people were not actively working on the same task(s).

One of the most important organizational tools that helped the success of the team was the whiteboard of stick notes. This was an effective representation of our product backlog visualized so that the team could easily interpret what was going on, who was working on what, the priority and size of the items to be implemented into the final project. In my belief, this is single handedly the most important tool for the team to use and definitely worth reusing in the future. It’s important to note that this tool worked for my team, it may not work for all teams however I recommend trying it at least once, I believe it likely that other teams will be receptive to its benefits. When there was a high priority item added to the product backlog, it was my responsibility to put a new sticky note on the board under the high priority column to ensure that I would be addressed as soon as a developer was ready to begin working on it, additionally, the anticipated size of these items reflected to a specific color so that larger items could get more attention sooner rather than later and allows team members to recognize when they may need to collaborate to complete the item on the posted note.

The Scrum-agile approach was very effective when implemented for the SNHU Travel project. In this instance it was the pest way to complete the work and overall provided a great framework for the team to produce a product that we can be proud of. Unlike other development methods, the Scrum-agile approach allowed for changes mid project without a complete halt in production to re-evaluate design. Additionally, team members were not waiting around on other team members such as what could be expected from a waterfall design which would be highly ineffective, all team members were busy with something work on allowing for optimal efficacy. It is hard to find any cons with the Scrum-agile process, in my eyes it was the only choice for the SNHU Travel process and allowed for a great product to get pushed out by an amazing team.