**Sprint Review**

Each talented member of our team brought fantastic contributions to our previous sprint. In this print retrospect I want to start by looking how each role contributed to the sprint’s success, starting with the Scrum Master. We had daily stand-up meetings throughout the sprint that the Scrum Master facilitated. Our group tended to get off topic, but each time it happened our Scrum Master reined us back in and made sure to put topics that were irrelevant on the side bar to discuss outside the daily meeting. We also had a lot of outside employees that were constantly reaching out to our developers, but our Scrum Master made sure to limit unnecessary direct communication with the developers so they could be more productive.

Next up, the Product Owner. Right from the get-go, our Product Owner had a constant line of communication with our stake holders, both our corporate manager and our client SNHU travel. Because of his line of communication, we were able to get project changes quickly from our client’s envision to our code. The client decided to change from a static page of destinations to a slide show of popular destinations and our Product Owner was quick to get the changes from the client and communicate them to us, so we knew how to move forward. He kept both sides’ expectations in mind wonderfully.

We also can’t forget our tester who was able to check our code and test it against the user cases we had gathered. He was great at interrogating our product owner and developers for more details in our test cases that we had written out. Our testing this sprint was very thorough, and he made sure to communicate smoothly with us to make sure all the bumps in our code was smoothed for a successful quality product.

Finally, the Developer role. Our developer took the freedom that the scrum-agile project flow gives to programmers. He made sure to reach out diligently for information from our Product Owner for more concise details about user stories that became important to him throughout the development process. He was able to quickly implement changes for the slide show idea that our client decided to go with. Because of his open communication with the rest of the team, we were able to make those changes along the lines of our client successfully. He worked in tandem with the Scrum Master and Tester as well to make sure he had the coaching he needed from the Scrum Master, and that the Tester had the information they needed to test his code.

One user story that was a major change in the middle of the sprint was the change to a slideshow. In a waterfall project management environment, we would have had a much harder time rearranging the workflow of the project. But because we used scrum-agile though, we were able to quickly react to the change in requirements and make the necessary changes even before the sprint ended. The lines of communication from the Product Owner talking to the client, then talking to the rest of our team was responsive, as expected from a responsive agile team. Here are a few examples of communication that we had throughout the sprint:

*Dear Product Manager,*

*I was working on test cases for user story #2, and I wanted to know if you wanted me to test for the settings being saved? Should there be some kind of “save settings” button or are the settings supposed to save automatically to the profile? I want to make sure that’s tested since these affect the destinations end users are being recommended.*

*Thank you,*

This email was from our Tester asking our Developer and Product manager for more specific details on user stories. The email is a fantastic example of quick communication for more information on a task in the sprint. Agile-scrum is full of exchanging information and communication throughout the project instead of relying on specifications. Another great example of communication is from our Developer:  
*Dear Product Owner and Tester,*

*I’m just now starting to work on the newest changes to the destinations list project. I know that it’s going to change to be a slideshow website instead of the single page list we had before, but I wanted to get more details on a few more aspects.*

*Should the slideshow be contained in a container all within the same window? Or should each slide close then open a new window? Also, is there any specification on how the user is to move from slide to slide? Any expected animations with each slide?*

*Thank you*

This is along the same lines as the other example, by asking direct questions for clarification on the new changes that had happened. These questions open conversations to more information being passed between team members, which is critical for Agile-Scrum project management. Teamwork and communication is important, and the constant emails, meetings, and information sources are crucial in the process of sprints.

Another tool besides email communication that we utilized for this project is daily scrum meetings. These were standing meetings that lasted no longer than 15 minutes, and harbored efficient daily communication. At first, we didn’t have any rules against cell phones, but after consistent issues with distractions from our team during team meetings, our Scrum Master decided it was necessary to not allow cell phones in the stand-up meeting.

It was awesome to test out the Scrum-Agile approach with the SNHU Travel project. This time of year, is crucial in the travel industry because of the upcoming hot vacation months. SNHU Travel wanted to make sure they were on the cutting edge of what these months might have in store. Because of this, we received constant change from SNHU Travel because of new insights as to what their customers are looking for in their vacation packages and booking interface. Thankfully, our scrum-agile workflow was perfect for this!

We had communication lines ready, and our project was kept fluid, so any major changes from our client were dealt with speed and accuracy from within our team. We were able to quickly respond to a slideshow type of interface from a list type because of the ideals of agile scrum. Our user stories responded, and our product flourished. While these major features of this new project workflow worked perfectly, the negative parts of scrum-agile also were evident.

With the newfound freedom in our project workflow, we often were met with procrastination and some major user stories were left until the last minute. We were thankfully still able to get our product working in time, but it was difficult to have to deal with the pileup of work near the end of the sprint. I think we could have utilized better time management tools to avoid this. The freedom we found in scrum-agile certainly came with a price.

All in all, this was a fantastic step in improving our productivity as a team. The pros highly outweigh the cons as we look back, and we were able to create a product that we all were proud of as a team. Because of the fluid aspect of the project, scrum-agile was the right project management tool for the job, and we hope Chada Tech will continue to utilize it in future projects.