### **Sprint Review and Retrospective**

Diana Galvez Mendez

#### **Applying Roles**

During the SNHU Travel project, various roles within the Scrum-Agile team contributed significantly to the project's success. Here's how each role played a part:

* **Product Owner**: Christy, the Product Owner, provided clear direction and prioritized user stories based on business value. Her role was crucial in ensuring that the team focused on delivering features that would give the most value to the client. For instance, Christy worked closely with Amanda, the client, to understand the need for niche vacation packages and translated this into actionable user stories.
* **Scrum Master**: As the Scrum Master, I facilitated Scrum events, removed impediments, and ensured the team adhered to Scrum principles. For example, during one of the sprints, a technical challenge with integrating a new feature occurred. I facilitated a quick problem-solving session and coordinated with external experts to resolve the issue promptly.
* **Developer**: Nicky, the developer, was responsible for designing and implementing the code according to the user stories. Nicky also participated in code reviews and collaborated with the team to ensure the design was flexible for future iterations. One notable instance was when Nicky successfully implemented the user authentication feature ahead of schedule, allowing more time to refine other aspects of the application.
* **Tester**: Brian, the tester, played a vital role in defining acceptance criteria, developing test cases, and ensuring that the code met the expected quality standards. Brian's thorough testing and quick feedback loops helped the team identify and fix defects early, preventing potential delays.

#### **Completing User Stories**

The Scrum-Agile approach to the SDLC facilitated the completion of user stories by promoting incremental and iterative development. User stories were broken down into smaller, manageable tasks and prioritized based on business value.

For example, the user story about booking niche vacation packages was divided into smaller tasks, such as creating the booking interface, integrating the payment gateway, and implementing the search functionality. By focusing on completing these smaller tasks in each sprint, the team was able to deliver a functional feature set incrementally, allowing for continuous feedback and improvement.

#### **Handling Interruptions**

The flexibility of the Scrum-Agile approach supported project completion even when the project was interrupted or changed direction. One notable instance was when the client requested an additional feature for last-minute travel deals midway through the project. The team was able to adapt by re-prioritizing the backlog and incorporating the new feature into the upcoming sprint without significant disruption.

This adaptability is a hallmark of Agile methodology. It allows the team to respond to changes quickly and effectively while still delivering value to the client.

#### **Communication**

Effective communication was critical to the success of the SNHU Travel project. Below are examples of communication practices and why they were effective:

* **Daily Stand-ups**: Daily Scrum meetings allowed team members to provide updates on their progress, discuss any blockers, and plan their tasks for the day. This regular communication kept everyone aligned and ensured that any issues were addressed promptly.
* **Sprint Reviews**: These meetings provided a platform to demonstrate completed work to the client and stakeholders, gather feedback, and adjust the product backlog accordingly. These reviews' open and collaborative nature ensured that the client's needs were continually met.
* **Emails and Collaboration Tools**: Regular use of emails and tools like Slack facilitate real-time communication and quick resolution of questions or issues. For example, an email to the Product Owner requesting clarification on a user story helped avoid misunderstandings and kept development on track.

#### **Organizational Tools**

Several organizational tools and Scrum-Agile principles helped the team be successful:

* **JIRA**: JIRA was used for task management and tracking. It allowed the team to create, assign, and track tasks, ensuring everyone knew their responsibilities and the status of various tasks. Integrating JIRA with tools like Slack enhanced collaboration and streamlined workflows.
* **Sprint Planning and Retrospectives**: These Scrum events were crucial for setting goals, planning work, and reflecting on performance. They helped the team continuously improve and adapt to changing requirements.

#### **Evaluating Agile Process**

**Pros of Scrum-Agile Approach**:

* Flexibility to adapt to changes
* Continuous feedback and improvement
* Increased collaboration and transparency
* Incremental delivery of functional software

**Cons of Scrum-Agile Approach**:

* Requires high levels of communication and collaboration
* It can be challenging to manage scope and prioritize effectively
* Potential for scope creep if not managed properly

**Assessment**: The Scrum-Agile approach was practical for the SNHU Travel project. It allowed the team to adapt to changing requirements, deliver incremental value, and maintain high collaboration and transparency. While there were challenges, such as managing scope and ensuring effective communication, the benefits outweighed the drawbacks, making Scrum-Agile a suitable approach for this project.