The questions asked in this sprint review are:  
What went well during the sprint? (Positive aspects)

What didn't go well or needs improvement? (Areas for enhancement)

What actions can be taken to improve in the next sprint? (Action items)

We will be seeking the perspective from the Product Owner, Scrum Master, and Developers.

This is the sprint review from the SNHU travel Project.

**Product Owner:**

Communication is what went the best during this sprint. We handled a multitude of meetings effectively between stakeholders and set up very detailed user stories as well as effectively managed the backlog in terms of prioritization. This includes a pivot in priorities that did not interrupt any timeline related goals.

Improvements may have included more questions being asked to the stakeholders in the beginning so we might have been able to better predict the pivot to help keep the stakeholders ahead of the trends.

For the next sprint, it may help to prepare some questions ahead of the official meeting with the stakeholders and get input from the team so we can better deliver top-notch products to our stakeholders.   
**Scrum Master:**

We were able to keep all daily stand-up meetings within the 15-minute time limit. Any issues conveyed got addressed in a timely manner and was left on the white board until it was resolved.

Improvements - we had some issues with bugs that could have been resolved by using docker since they had to do with different versions of dependencies.

Utilization of a file management system like a private GitHub would have helped with keeping a better log on version types.

**Developers:**

We used slack to communicate with each other effectively and work together on issues we were having with code implementation. When we had a question about the bigger picture after the priority shift and pivot, we sent one email to the product owner and got an answer that helped us better work through the project.

Improvements would have to include bug fixes. While using azure to keep a log, we needed developers to remain logged into the log so that they could see the bug fixes better. It was no use assigning a bug to someone who was not aware of the assigning. This caused a bit of a delay in the bug fixing processes.

Before the next sprint, it would help to teach some of the developers a few new skills as the technologies we use keep being updated. This would help the bug fixing processes go smoother. Maybe we can leverage AI on a private ChatGPT account to speed up the process while maintaining data security. This may require some training.