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Sprint Review and Retrospective

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**Sprint Review and Retrospective**

The goal of the SNHU Travel Destination Project is to assist our client in creating a website where customers can book trips depending on their preferences. The project team is made up of a variety of people, and Ron serves as our Scrum Master. In a meeting with our client and our product owner, Christy, he will obtain crucial information from them. The Scrum Master is also in charge of leading and managing scrum meetings. The sessions will last 15 minutes and will take place every day. Ron will also detail the measures we will need to take and the schedule for completing this project at the meeting. Our product owner, Christy, will receive feedback from our client. She will maintain frequent contact with the customer and the scrum team. She will begin communicating with the client early in the project process to ensure we are heading in the correct direction, and she will continue to communicate with the customer throughout the project to ensure there are no changes/fixes that need to be done. Christy will transmit any information she receives from the customer to the team so that we can incorporate any changes/fixes during the project to avoid mistakes at the end. Brian is our tester, and he will seek clarity from Christy on our user stories before developing test cases. Our team will also include developers who will write code for the project using best practices and run it successfully without issues. Then there are the testers. The testers will collaborate with the developers to conduct and create test cases for the project software. The test cases will offer the engineer's software breakdowns, allowing the rest of the team to focus on their user stories.

The Agile Method reduces the likelihood of problems or failures, and it allows the team to regularly test different components so that any modifications that need to be made may be made immediately away. We used the agile technique to develop our user stories since we already had functioning bits of code and it was easier to make modifications using Agile without having to start from scratch. Even though the project was already in operation, we were able to execute and update the top five destinations. We were able to go back to the fundamental section of the code and implement the top five destination lists that we came up with within the user stories thanks to the Agile technique. Agile allows for some flexibility. When the customer supplied some additional criteria that needed to be changed, it was simple to go in and make those changes swiftly and effectively without jeopardizing the project deadline.

When our project's focus shifted to detox and wellness travel, we were able to make the necessary modifications using the Agile Method. Christy met with Ron, Brian, and one of the developers in a meeting to notify us that the customer wants to move the project's focus to detox and wellness places. Brian was able to adapt our new test case to reflect the project's new path and ensure that it would continue to function as planned. The development team was concerned about the adjustments, but because we chose the Agile Method, we didn't have to start from scratch; we could simply go back and make the necessary changes. Ron affirmed that the project deadline timetable would stay unchanged and that the adjustments we needed to make did not affect that date.

Asking questions early on in the cooperation with Christy helps to clarify the project, build communication, and ensure we stay on track. To begin, I emailed Christy to ensure that we were off to a good start and that she felt at ease with the team and vice versa. Christy answering questions and having the team copied on those emails allowed the team all to be able to respond to each other and allowed us to all communicate together. This will also encourage team engagement in team meetings. When the project changed course, I wrote Brian and Christy to see whether any specific places needed to be included on the site, or if we should just perform the research and add the ones we discovered to be the most relevant. I also requested Brian to write test cases for that location. By emailing these questions, we increased cooperation with Christy and our development teams by informing them of what we needed to do to accomplish the adjustments the customer now wants with the detox and health. This email also kept Brian updated and helped the team to be aware of and comprehend the changes as they occurred. As the group's Scrum Master, I would also make certain that I employed these communication strategies throughout our Scrum sessions. It is critical that everyone participates in the meetings and understands what is going on with the project.

We utilized the product backlog and user stories as the most organized tools. The product backlog is related to user stories since it takes the project and turns it into a checklist of the activities that need to be completed. This will help us to prioritize the most critical jobs and ensure that they are completed first. The user stories enable us to divide our project into smaller jobs and processes. Creating user stories allows us to break up the project work, making it appear more doable. The adaption was the Agile Method concept that I believe we employed the most. We had to remain flexible throughout the project, especially when the customer chose to modify the top five destinations. The modifications also enabled the team to implement the adjustments requested by the customer effortlessly and without delaying the project. As Scrum Master, I learned how to utilize the sprint backlog, product backlog, daily scrum meetings, and sprint reviews. These tools are essential for software development and assist me in managing the team as the Scrum Master.

The greatest advantage of utilizing Agile was its flexibility. Being able to make modifications and alter direction based on what the customer wanted rather than having to start from scratch was critical to our project and meeting the project deadline. The ability to make such modifications smoothly and effectively was vital to our team's success. The disadvantage of this was the additional work it brought to the team. Each team member was thus forced to take on more work than they had anticipated. This practice of adding and modifying things based on the client's request may have thrown the team into a loop. Team members may have become frustrated as they increased their efforts for the same goal. Fortunately, such did not occur in this project, and everything appeared to go well. Agile gave us the ability to make adjustments rapidly by returning to earlier processes and making the necessary modifications rather than deleting everything and starting again. The Agile Method also enabled us to collaborate as a team and was efficient in moving through the sprint durations. The Waterfall Method may not have provided us with the necessary flexibility. We would not have had the successful project that the team had with Agile if we could have employed Waterfall. The Agile Method, in my opinion, was the ideal solution for this SNHU Project.