**Sprint Review and Retrospective**

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There are many roles to a Scrum-agile team like the one making the SNHU Travel project. Those roles include the Scrum Master, The Product Owner, and the Development Team. Each role played a special part in contributing to the success of the SNHU Travel project. The Scrum Master played a very important role in the making of the SNHU Travel project. The Scrum Master is the leader, they create the team of developers, testers, and all the other roles that make up a scrum-agile team. In this specific scenario the Scrum Master streamlined the team’s workflow by adhering to agile methodology to their team. This allowed for events like the daily scrum meeting to help let the team know where they are in the development process and what needs to be worked on. The Scrum Master also aids the Product Owner by establishing product planning and facilitating stakeholder collaboration.

The Product Owner is another very important role of the scrum-agile methodology. Their job is to maximize the value of the product. In the case of the SNHU travel project the Product Owner was communicating with the team about the product’s end-goal. This aided the team in understanding what had to be worked on most importantly. Another important thing that came from the Product Owner is the backlog. The backlog helped our team of developers add changes to existing features based on customer feedback and helped us keep a notice of bugs and bugfixes. This is important because it ensures higher customer satisfaction.

The development team is responsible for building the application. In our case the development team had great communication with the Product Owner to change key features based on customer and stakeholder feedback. The developer's role is important because they set a goal every day and hitting that goal is how we see our progress for the product. Through great collaboration the development team can create a product that adheres to the customers' demands and works perfectly. Another important role of developers is frequently testing the application. This allows the developers to take note of any problems withing the project and report it to other members of the team.

The Scrum-agile approach to the Software Development Lifecycle helped in aiding the completion of each user story by ensuring that with each user story the demands were met, through product backlogging, sprint planning, and frequent testing. This allowed our product to live up to customer expectations.

The project was interrupted and had to change direction when the Product Owner stated that the most in demand travel packages were a different kind of package than we began with when starting to build the project. This was handled extremely professionally through excellent communication by the team. The Product Owner talked to the entire team during a meeting about how the product was going to have to change, and every member did their part to make the transition effortless. Communication is very important for this methodology. I should also emphasize the importance of communication through User Stories. These help us form an idea of how the end-user uses our product, if they encounter any problems and what they would like to see differently. Organization of this through the product backlog is important Aswell because it allows us to keep note of the changes we have made to the project.

I honestly didn’t see any cons while using this methodology to create the SNHU travel project. If every member of the team does their part to ensure the success of the project this methodology is very efficient and keeps the team up to date and ensures that goals and customer or stakeholders demands are met, and this was shown directly during when the project had to change its course. I personally think that this was the best methodology for the SNHU travel project.