**Final Project Sprint Review and Retrospective**

The Scrum Master on the Scrum-agile team contributed to the success of the SNHU Travel project by creating the team charter which both signals the official start of the project and briefs the other team members on what will be done during the run of the project and on what is expected behavior/collaboration-wise from each team member. Through the multiple slideshows displaying various project-related meetings involving Ron, the Scrum Master, he was also responsible for keeping the Product Owner up to date with how the team is doing on the project and for keeping other team members on task. The Product Owner contributed to the success of the SNHU Travel project by taking what was discussed at a client meeting and transforming it into several user stories that are more comprehensible to the development team. The Product Owner is vital in “translating” client requirements to technical, implementable features. The Tester contributed to the success of the SNHU Travel Project by providing concrete definitions of success for each implemented feature. Based on the feature requirements as dictated by the Product Owner, the Tester created several test cases that, when passing, ensure that the implementation of a certain feature meets the requirements put forth. The Developer contributed to the success of the SNHU Travel project by coding the features as dictated by the Product Owner in a manner that meets the criteria of success proposed by the Tester. Specifically, in my time emulating the Developer role, I altered source-code for the project to present the end-user with pictures, names, and descriptions of various vacation destinations and later re-altered these aspects of the project to match changing client requirements.

Using a Scrum-agile approach to the SDLC helped each user story come to completion by breaking a large project into small, workable parts and assigning different parts to the appropriate team members based on their roles according to Scrum guidelines. Additionally, using the Scrum-agile approach helped each user story come to completion by ensuring that each team member knew their place within the team and the responsibilities that come along with that role.

The Scrum-agile approach supported project completion when the project changed direction by providing ample room for the “worker-bees” (Developers and Testers) of the team to not worry about shifting deadlines or how the schedule may change and instead, focus on the work that needed to be done. The schedule changes or change in deadlines are more the concern of the Product Owner and Scrum Master as their responsibilities to the team are more “managerial” in nature. I use quotes around worker and managerial because the Scrum-agile team consists of some team members who focus on feature completion while others focus primarily on the process of how features are to be implemented.

As most of the work done on the SNHU Travel project was simply myself emulating various roles in the Scrum-agile team, I do not have particular examples of communication between team members but as part of some previous assignments, I was asked how I, in the developer role, would approach asking the Product Owner for clarification regarding implementation features I am unsure about. Below is an excerpt from my 5-3 Journal assignment:

*“To ensure that I get the responses that I need to move forward, I would bring forward any concerns or questions I may have at the daily scrums or, if the Product Owner or other team member whom I need an answer from is not present at daily scrums, I would send an email containing my question and I would do my best to accurately portray the urgency (or non-urgency) of my requests.”*

Again, as most of the work on the SNHU Travel project was me emulating various roles, I did not have an opportunity to use any organizational tools like JIRA but in the rubrics for past assignments, principles of the Scrum-agile approach were displayed by showing client meetings, daily scrums, and meetings to discuss project changes. These helped my team be successful by keeping all members updated on progress that had been made and on any shifting project requirements.

The pros of the Scrum-agile approach presented during the project are that it allows flexibility in the project schedule and makes it very easy to adjust deadlines and/or project requirements. The cons of this approach are that it may be difficult to properly communicate specific details to the proper team members expediently without the use of software/other practices that are not “built in” to the Scrum-agile process. Overall, I believe that Scrum-agile was the best approach to development of the SNHU Travel project. Specifically, I believe this is because of the client’s requirements shifting midway through the project, which could not be so easily accommodated if another approach, such as Waterfall, was used.