**Sprint Review and Retrospective**

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The various members of the Scrum-agile Team contributed to the success of the SNHU travel project by working well together and communicating well. The product owner got what the shareholders and customer wanted to see in their project and shared that with the scrum master. The product owner and scrum master then worked together to create user stories for the developers and testers to start working from The Scrum master also organized everything with priorities and broke the overall project down to sprint level sections to make the developers and testers have a closer deadline that’ll show progress and allow for the team to make adjustments to the process if any are needed. The Developers would start by taking tasks prioritized by the scrum master and start to turn them into code. The testers would also take the user stories and create tests that will ensure that the code works as the product owner wants. The user stories are important to this process because it is the backbone of the whole system. User stories are prioritized by the scrum master and then the tester makes tests to ensure that the stories happen. After that it is up to the developer to write code that passes the tests and fulfills the user stories. The process wasn’t halted when a change of direction happened to the project. The team members worked together to change code, change tests, and change user stories to alter where the project was heading. I can see how this could be a big problem for a waterfall-based methodology, but for Scrum this wasn’t a problem because of the adaptability it provides. I believe that the story board is the most important tool when it comes to scrum. I think this because it allows for all of the progress to be tracked and it breaks down where in the process each user story is. For example, I would be able to tell what is being developed right now, what has to be started, and what is finished. I think that the pros outweigh the cons when it comes to the scrum-agile approach. I think some of the pros is the high adaptability of the system which came in handy when the project switched directions. Another con is how organized the whole system is and how team reliant it is. One con that I can think of is that the system can slow down if one person isn’t pulling their weight and slacking off. I think that the scrum-agile approach was the best for this project. If it was a waterfall based approach for the snhu travel project I think that big problems and a lot of time would’ve went into altering the code so that it fit the new direction.