Since working for ChadaTech and taking on the SNHU travel software project. Viewing the sprint reviews and retrospectives as the scrum master there can be several things that we can unpack. Sprints and retrospectives give us valuable information on the scrum framework and progress. In doing so the team will be able to adjust product backlog and refine the work that has been accomplished. Let me first talk and reflect upon the scrum-agile teams' success while adopting a new project management framework which can be thanked for the contribution of all team members. The product owner, a female named Christy has been a contribution to our success because of her organizational skills, product commitment, and stakeholder management. Within the early stages of our development, we can thank the product owner for the communication to the team and travel customers. Through her communication skills, we adjusted to customer requests and design stories to set the early stages of our product backlog. The team can also thank the product owner for paying close attention to detail and prioritizing work when requirements were worth clarification. As for myself scrum master, my job was to facilitate scrum events when needed, remove any doubt or questions to the team when a problem was to be resolved in my control, and overall guide the team members especially development. Also, as Scrum Master I had major role within product and sprint backlogs, retrospectives, and daily standup. I would tell the development team as to what was within the acceptance criteria in the software application project. Without my development team that provided me adequate work, I would not be able to deliver updates and manage team log frameworks. Lastly, I would like to be seen as the main team member who provided scrum practices and principles within our project's new framework. The development team and their role are not to be overlooked. The development team is to provide project progress, participate in Scrum events, and be cross functional within our companies' frameworks. Development practices design, building, and testing of projects when required while delivering quality review so that I scrum master can view project status. We can thank the development team for working on the test case template that was a sub-project to our main project goals. When incorporating and transitioning to the scrum-agile approach, the software development life cycle helped user stories come to completion by reaching criteria that is within the SDLC standard. The systematic approach can be thanked for the non-complicated planning and rigid requirements that are standardized. The team also discussed within sprints what should be targeted, including current issues and product backlogs. The scrum team's implementation of daily sprint and reviews were able to recollect the requests of the travel customers and deliver software that satisfies company needs. This led to product designs management implemented, and framework ready to be delivered with scheduled maintenance when required. The agile model created a consistent, collaborative, and customer driven style to deliver an SDLC process. So that in theory when following the requirements and principles applied by SDLC principles the software can meet expectations. When facing interruption or change of direction during the project, the team would have to be prepared for these processes. I as scrum master would need to be a guide for the project disturbance. Several factors can be the perpetrator to this reason but one problem that was faced within our progress that was to be resolved was if the project framework while implementing application interface approached failure. This requires a planning process as we do not want to have the development team implement something that is ineffective and will stunt the team's work. It is always a good idea to keep in mind that cross functional teams can assist this process as minimizing the disruption will improve the projects' quality. Another example I want to mention is when the team were not as participative in the project review. Project review and sprints are some things that should not be overlooked due to the fact we want to make this a process that is collaborative and parallel to the scrum framework. Looking at the sprint retrospectives and standards I was able to address a ruling that the team understood. My verbal participation helped in tandem with the team’s work ethic. Discussing what is required of them, I emphasize not to confuse or give feeble context. For example, my creation of scrum boards and information radiators. Through my incrementation of information and detail that I can also thank the product owner for, collaboration was implemented to clarify needed question. As I deliver project requirements, I try to stay open to the team as gathering coworker opinions helps my communicative process. Through this style, I encourage team members to work together so that our team dynamic strengthens. Organization is heavily prioritized in Scrum-Agile approaches of work especially the work looking in retrospective. My work as Scrum Master required a fair bit of use with tools that helped the scrum team get organized to achieve project goals. It is a good idea to have the tools that include the following features like lifecycle coverage of projects, team and customer collaboration, visible analytics, configurable workspace applications, lastly portfolio management. The following features without a well put together structure base can be a bad candidate for a software development life cycle prototype. A specific tool that I would like to mention in our project that was beneficial to the team was information radiators, more specifically Scrum boards or long white boards. Like Kan ban boards, these radiators with visible display of information are processes in which information can be changed and updated in real time. The next tool that created an easier time for our team were online tools. The use of online tools involving project management has begun to become more widespread. Individuals were able to collaborate with other team members through the perks of sharing ideas, maintaining project management, and aid in helping cross functionality between projects and teams. Organizational tools are a structure that should not be overlooked as they were vital to the progress of the project.. Teams can classify and categorize specific tasks to improve project objectives and intent.

As for the overall scalability of the SNHU travel project in tandem with the use of the Scrum-Agile approach it is safe to concur that implementing the principles did not impair the project's resolution. Things to consider when implementing the Scrum-Agile approach is that team dynamic must be at same apprehension. Through this team-based structure and dynamic, all team members must work together to deliver project standards. Some individuals can fall subject to misinterpreting what is asked of them work wise and through practices like meetings and scrum retrospective identification of problems can be addressed. As scrum master and as a team, we clarified topics that members were unsure about in this project. This approach improved team collaboration in comparison to the waterfall method's previous results. Others might say that work can be overbearing, but with proper management and distribution of work you can assess project goals in quality ways. Is this the best approach when considering the SNHU travel project quality? Looking at previous work I would agree to an extent because of the new phase that the company is in. The previous approaches had subject rigidity, high costs, and limited customer interaction. Through this final sprint review and last retrospective looking back, the work that we have accomplished showed valuable progression in team appearance especially while incorporating transitioning in the project management style.