Sprint Review and Retrospective: SNHU Travel Website

A travel agency called SNHU Travel approached ChadaTech with a desire to have a new application that will help their company acquire new customers and make their experience finding and booking travel much easier. Our team was selected to develop this application for SNHU Travel. Because of ChadaTech’s recent push to use a scrum-agile approach, our development team followed the agile methodology when developing this application.

**Roles:**

Scrum Master: (Kareem Elkwae)

The Scrum Master is responsible for a lot of the overall organization of a project. The Scrum Master’s role during the development of the SNHU Travel application was to ensure that all the scrum events, like the daily scrum, took place, that the team was able to self-manage as much as possible, and that any impediments to the progress of the development team were removed so that the project would remain on schedule. The Scrum Master helped the development team stay organized and communicative throughout the entire development process.

Product Owner: (Meerak Kewakle)

The Product Owner is responsible for defining the user stories and prioritizing the product backlog. For the SNHU Travel application, the product owner created user stories for each of the different development goals that were defined by the team. They then prioritized the stories based on level of importance, difficulty, and size. Without the Product owner doing their job effectively, the Tester and the developer would not have the level of guidance needed to properly carry out their duties on the team.

Tester: (Rakeem Kwaeel)

The Tester on our team was responsible for creating the test criteria based on the user stories. They are supposed to read each user story, consider how it will be implemented, and define specific criteria for how each section of each portion of development defined by the user stories should go. During the development of the SNHU Travel application, when there was an aspect of the program development that was unclear from the user stories, the tester would reach out to the Product owner to get some official clarification so that the testing criteria could be accurately made.

Developer: (Bob Lazar)

The Developer on our team was responsible for the actual implementation of the program. They would look at the user stories and test criteria and create the program based on that information. Like the Tester, if there was an aspect that was unclear, they would reach out to the Tester to get clarification on how some aspect of the application should be implemented. This ensures that the development of application lives up to the expectations of the Product Owner and the client.

**Benefits of the Scrum-Agile Methodology:**

The Scrum-Agile Methodology helped our team efficiently develop the application for SNHU travel in a few ways. The first main benefit of this methodology is that there is a large focus on communication. Every team member relies on the other team members in some way. Making sure that the work environment fosters good communication in the team helps to ensure that the goals are always clear, and everyone keeps their work on track. Another very helpful aspect of the Scrum-Agile methodology is the daily scrum meeting. Having a meeting every day where the key focus of the meeting is for each member of the team updates everyone on their progress, plans, and any issues they may be facing is an excellent way to get the whole team to communicate with each other about all the important aspects of the project. A third way that the methodology benefits our team is the fact that we were able to efficiently handle changes to the application requirements made at any point in the development. During the course of our development of the SNHU Travel application, we were informed by the Product Owner that they had just learned from the client that they wanted to focus their travel offerings on detox/wellness travel. Our team had a meeting, the Product Owner informed them of the change, and everyone adjusted their respective aspects of the plan to include the change. During this time, we saw another one of the beneficial ways that this methodology helped us. Each member of the team who needed clarification on their roles based on the change would reach out to the other members above them in the process and get the clarification that they needed by asking direct questions. In this case, the developer sent an email to the Product Owner and the Tester to get clarification on how to implement the detox/wellness travel change. They asked how travel packages should be selected, and how we will account for future changes in travel package offerings by SNHU Travel. In another instance, the tester got to a point while creating test cases for one of the user stories and had a question about the layout of the top 5 destination page. You Text, letter

Description automatically generatedcan see the email that was sent to the product tester below. This email that was sent was effective due to the fact that there was a clear question posed and there was a defined criteria for level of description that was desired in the response.

**Evaluation:**

Throughout the development of the SNHU Travel application, there were many aspects of the Scrum-Agile development methodology that helped our team achieve an efficient and effective workflow. This included the open communication encouraged by the methodology, the daily meetings, the structure of the team, and the efficient ability to handle change. If we had attempted a different methodology, I do not believe that our team would have been as successful and efficient as we were. When compared to a different development methodology, such as the waterfall methodology, the Scrum-Agile approach is much better. The waterfall method is very linear, while the agile method is more circular and allows for a constant revisitation of previous aspects of development instead of the having to plan and then implement in one fell swoop.