**Sprint Review and Retrospective**

As the Scrum Master of the SNHU Travel Project, I facilitated the team in successfully completing the project using Scrum-Agile methodology. In this report, I will discuss the contributions of each team member to the success of the project, how a Scrum-Agile approach supported the completion of user stories, how it helped to manage project interruptions and changes, my effective communication with the team, and the effectiveness of the Scrum-Agile approach for the SNHU Travel project.

The success of the SNHU Travel project can be attributed to the contributions of each team member. The Product Owner was responsible for prioritizing the product backlog and defining the acceptance criteria for each user story. The Development Team was both developing the UI/UX and the backend of the software. The Scrum Master facilitated the Scrum events and ensured that the team was following the Scrum framework. For example, the UX designer created wireframes and mockups for the user interface, while the developer implemented the back-end functionality. The tester ensured that each user story met the acceptance criteria before it was considered done and designed the test procedures. The team collaborated effectively, with each member contributing their skills and expertise.

The Scrum-Agile approach helped us to complete each user story efficiently. The Product Owner prioritized the user stories in the product backlog, and the Development Team estimated the effort required to complete each story during Sprint Planning. Each Sprint had a defined goal, and the team worked together to achieve that goal. Daily Scrum meetings were held to ensure that each team member was aware of the progress being made and any impediments that needed to be addressed. Sprint Reviews were held at the end of each Sprint to demonstrate the completed user stories to the Product Owner, who provided feedback. Sprint Retrospectives were held to review the previous Sprint and identify areas for improvement. If you use the price range filter feature as an example, the Agile approach helped a lot since the team was already working on a set of features from the backlog, like the top recommendations feature which is pretty heavy in terms of time consumption, to shift their focus to this easily implemented filter.

The Scrum-Agile approach allowed us to manage interruptions and changes effectively. During one Sprint, the Product Owner realized that a feature we were developing was not necessary and requested that we stop working on it. The Development Team was able to pivot and focus on other user stories without disrupting the overall progress of the project. The Scrum framework allowed us to adapt to changes and respond quickly to new requirements. During the sprint when the new user stories were added to the backlog Product owner would work with the team of developers to prioritize new tasks correctly and dismiss tasks that are irrelevant. For example, when one user wanted to implement a feature that showed top destinations and another user wanted to see relevant recommendations according to their taste, we were able to work both user stories into one feature that combined top destinations considering the taste of each user. The developers were able to create a state-of-the-art recommendation algorithm based on the current industry standards, where your browsing data while using our web app builds is used to determine what types of destinations you look at the most. The testers were able to provide feedback on errors that the algorithm produced which made the taste profiles way more accurate.

I communicated effectively with the team by facilitating Scrum events and addressing any concerns that team members had. I provided a clear agenda for each meeting, ensuring that all team members were aware of the topics that would be discussed. During Sprint Reviews, I encouraged the team to provide feedback to the Product Owner, which facilitated collaboration and communication between the Development Team and the Product Owner. I also

The organizational tools and Scrum-Agile principles that were most effective for the SNHU Travel project were the product backlog, Sprint Planning, and the daily Scrum. The product backlog helped the Product Owner to prioritize user stories and define acceptance criteria. Sprint Planning ensured that the Development Team had a clear understanding of the user stories to be completed during the Sprint. The daily Scrum ensured that each team member was aware of the progress being made and any impediments that needed to be addressed. These tools were essential in keeping the project on track and ensuring that each Sprint goal was achieved.

The Scrum-Agile approach presented both pros and cons during the SNHU Travel project. The pros were that it allowed the team to be flexible and respond quickly to changes in requirements. It encouraged collaboration and communication. I don’t think that our team experienced many cons of the Agile approach, since we had to switch gears to implement that price filter issue. The only con that I can think of is that there is no clear vision of what the application would look like in its release version, so many things change on the fly that it is almost impossible to predict the outcome of just a few sprints in the future. But I think that it was the right choice, since the set of features changed drastically, the waterfall method would’ve put us at a great disadvantage where we would’ve released the product without any features that the customers would want from a Travel Agency website.