**Sprint Review and Retrospective**

***Roles Assumed***

During the project, I assumed several roles to ensure its successful completion:

* **Scrum Master:** Facilitated daily stand-ups, sprint planning, and retrospectives. Ensured team collaboration, removed impediments, and maintained focus on sprint goals.
* **Product Owner:** Managed the product backlog, prioritized user stories based on business value, and communicated project vision to stakeholders.
* **Developer:** Implemented features and user stories, adhering to Agile principles of incremental delivery and continuous improvement.
* **Tester:** Conducted rigorous testing (unit, integration, acceptance) to verify functionality, ensure quality, and meet acceptance criteria.

**Prioritization of User Stories**

User stories were prioritized based on their impact on project objectives and stakeholder feedback:

* Prioritized critical features like user authentication and flight search functionalities in early sprints.
* Adjusted backlog priorities iteratively to respond to changing requirements and market dynamics.

**Handling Interruptions**

Agile methodologies facilitated effective management of interruptions and changes:

* Responded to updated requirements and stakeholder feedback promptly.
* Adjusted sprint planning and backlog to accommodate new priorities without compromising project timelines.

**Communication and Tools**

Communication and collaboration were facilitated through the following tools and practices:

* Tools Used: GitHub for version control, Trello for task management, Slack for real-time communication.
* Practices: Daily stand-ups, bi-weekly sprint reviews, and retrospectives ensured transparency and alignment among team members.

**Reflecting on Essential Questions**

***Interpreting User Needs***

Interpreting user needs involved continuous stakeholder engagement and translating requirements into actionable user stories:

* Regular interactions with stakeholders ensured that development efforts aligned with user expectations.
* User stories served as a bridge between stakeholder requirements and development tasks, facilitating clear and focused development cycles.

**Approach to Developing Programs**

The Agile approach guided the development process, emphasizing iterative development and continuous improvement:

* Leveraged Agile principles such as sprint planning, daily stand-ups, and retrospectives to enhance development efficiency.
* Emphasized early and frequent delivery of valuable software increments, adapting to evolving requirements through iterative feedback loops.

**Being a Good Team Member**

Being a good team member in software development requires effective communication, collaboration, and adaptability:

* Actively participated in team discussions, offering support and insights to resolve challenges collaboratively.
* Adapted to changing project dynamics, contributing positively to team morale and project success.