**Sprint Review and Final Perspective**

**Roles of the Scrum Team**

The Scrum team has 4 different roles. Those roles include Product Owner, Scrum Master, Developer and Tester. There is only one Product Owner and one Scrum Master but there can be multiple developers and testers depending on the size of the scrum team.

**Product Owner**

The product owner is the primary contact for the stakeholders. They are responsible for communicating the product goal to the scrum team. The product owner maintains primary responsibility of the value devlivered. They maintain the product backlog and delegate responsibilities of the project to different members of the team. I see them as more of a manage position to the team than other roles.

**Scrum Master**

The Scrum Master is in charge of the scrum. They make sure that all members of the team understand scrum and are practicing it. The scrum master helps other members self-manage. I see them as assistant manager to the Product Owner. They are a problem solver, if there is an issue the team is facing the scrum master will help to find a solution. The scrum master oversees daily scrum meetings. They are a second contact for stakeholders if the Product Owner is unavailable or unable to assist. The scrum master also ensures that the other team members make clear submissions to the backlog.

The scrum master is in charge of ensuing the team follows the scrum principles. Those include Process control, self-organization, collaboration, value-based prioritization, time boxing and iterative development. Many of these principles were used when the SNHU Travel company wanted to change their recommendations to be relaxation and detox vacations. The team self-organized by jumping right into it. The developer started immediately thinking of how they could make these changes. The tester and developer began collaborating on ideas. This is also iterative development by making changes to the product as the requirements had changed.

**Development Team**

The development team is in charge of development. They create the Sprint plan and update the backlog. They design and develop the product. They interact with users and testers to develop the best product they can make. They will use user stories to make changes to their system and to find new features to add to it. The user stories give the developers new ideas on how to make a good product.

**Tester**

The testers test the developed products and features developed by the developers. When a portion of the product is done and is ready for testing the tester has tests written to check the product to determine if there are any bugs in the process. Using user stories and interviews can give the testers ideas on what tests to run and how to run them.

**Scrum Evaluation**

Using and agile approach made development a process that make sense. Using scrum agile method and not the waterfall approach makes the team more adaptable to the changing situations. When new ideas are given the team can change them since they are working together on the project instead of sending it down the waterfall. It would have been much more difficult implementing ideas user stories if we were using a different approach. Waterfall method might be a better method if the product being developed was more simple and did not require inputs from users or if it didn’t take new ideas from the stakeholders after the development began for the product. Sprint planning is a useful tool when beginning the development process, it sets goals for a given period. The daily scrum allows everyone to provide input and ask for advice if needed. For this project the scrum-agile approach was the correct choice.