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**Module 7 – Final Project**

**Sprint Review and Retrospective**

We are ChadaTech, a company that specializes in software design and development. We were excited for our team to be on the forefront of this company making the shift from the waterfall development model to a Scrum-agile approach. The Scrum framework and this agile approach will, in theory, enhance our products and build a more cohesive corporate culture. The Scrum team we put together consists of one of each of the following roles: a Product Owner, a Scrum Master, a Developer, and a Tester.

This team didn’t waste any time. We were immediately tasked to use our newly adapted agile skills by creating an application for a very reputable client by the name of SNHU Travel. SNHU Travel would like a vacation-booking website built and ready to use within their deadline of 5 weeks. SNHU Travel is currently the top travel agency in New Hampshire. They are the top agency because they offer great deals to places where their clients and customers desire to travel. Their goal with this vacation-booking website is to expand their presence through the United States by offering trendy, niche vacation packages to entice customers to book through them. A deadline of 5 weeks has been chosen because that will the ideal time of year when people are commonly booking their vacations.

This team has been more productive and successful by being true and living by the following Scrum Values. These values are **Commitment, Focus, Openness, Respect, and Courage**. First and foremost, the Scrum team was and is committed to achieving its goals and to support each other along the way. The team’s primary focus is always on the work of the Sprint to make the best possible progress toward the Sprint goals. The Scrum Team and our stakeholders are open about the work and the challenges. Scrum Team members respect each other to be capable, independent people, and we respect them and their work. And finally, the Scrum Team members must have the courage to do the right thing, and to work on and learn from tough problems.

Each person on this Scrum Team has been vital in their role to produce a high-quality product. The Product Owner oversaw the entire development process of the creation and completion of the SNHU travel vacation-booking website. The Product Owner represented the client and was the ultimate decision-maker on the project while simultaneously prioritizing the work that needs to be done by the team. Before coordinating with the Scrum Team, the Scrum Master and the Product Owner worked with the clients at SNHU Travel to gather the details of what exactly they want out of this project. The Product Owner also performed a user focus group with some of the best customers of SNHU Travel. The Product Owner took everything into account when conducting interviews with the clients and in the user meetings and used those notes to generate user stories. Using these user stories, a prioritized list, also known as a Product Backlog, was generated by the Product Owner for the development team. The most critical items are always at the top of this product backlog so the development team knows which are the most important and should be worked on first. This backlog is dynamic, meaning priorities can change to always try to deliver the most value as possible.

The Scrum Master’s main objective is facilitating all scrum events, most importantly the Daily Scrum, but the Scrum Master is so much more than that. The Scrum Master is a Servant Leader, a Facilitator, a Coach, a Manager, a Mentor, a Teacher, an Impediment Remover, or even a Change Agent. With this being the first Scrum team at ChadaTech, the Scrum Master was in-charge of teaching the team the business of being agile and the art of Scrum. The most important thing to know with Scrum-agile this business-culture shift will not happen overnight. We are always and actively adopting new practices and procedures to make us more productive and efficient by being agile. The Scrum Master then schedules all necessary scrum events including but not limited to the Sprint Planning, the Daily Scrum, the Sprint Review, the Sprint Retrospective, and, of course, Backlog Refinement. A well-organized backlog can be very beneficial and can only help the team. The Scrum Master works on finding techniques for effective Product Backlog management and making sure the Product Owner knows how to organize the backlog to maximize value. The Scrum Master will also have a well-versed knowledge of the backlog, they can coach the development team in self-organization and will also remove any roadblocks that may impede their progress.

Developers have a vital role on the Scrum Team. They’re the ones who are responsible for physically creating the content of the project. The developers rely on the other parts of the team. While the other roles have more conceptual tasks, the developer puts all the team’s ideas into action. The most important thing the developers need from the Product Owner is that the Product Backlog is accurate and up-to-date. The Developers take the information from the Backlog given to them in the form of User Stories, and they are expected to code and create the product. During the SNHU Travel Project, the Developer not only brought to life the content requested by the users in the Product Owner’s user focus group with the help of the Tester, but they were challenged with making a pivot when the client decided they wanted to focus on wellness and detox vacations. They handled the change in stride and really developed a quality booking tool the client can be proud of.

Testers will also use the user stories provided by the Product Owner to develop test cases to implement the specific visuals, functions, and/or details the client is asking for. The element of the user stories that are the most help when developing test cases are the user story value statement and the acceptance criteria. The user story value statement tells us exactly what the client wants in one single, brief sentence. The acceptance criteria explains that small statement in more specific details. For example, each particular link on the page and what the desired outcome is when they are clicked. During the SNHU Travel Project, the Tester developed and revised test cases when it was decided the destinations would be using a slide show format instead of in a list.

The Agile Software Development Life Cycle (SDLC) focuses on collaborative decision-making, customer satisfaction, and development over multiple sprints. The agile methodology allows the team to be more flexible by keeping constant collaboration with the client to provide continuous communication as the team progresses through the project’s development. This keeps every necessary person involved each step of the way and encourages feedback and constructive criticism.

By listening to the client and the user and finding out their wants and needs, the Scrum Team developed user stories which populated the Product Backlog. The team found out the users wanted customized destination lists built and molded around their interests, preferences, and previous vacations. The team included cruises, museum tours, and eco-travel trips. The talented development team then took that information to produce the vacation-booking product.

The client then wanted to be on the cutting-edge and focus their new booking tool on detox and wellness travel. This challenged the development team, but the team really came together. The Product Backlog was re-prioritized and the vacation packages were changed to accommodate more wellness travel destinations. The team chose some beautiful vacations packages and destinations that included a Mind, Body, and Spirit Retreat and Ice Castle Hot Springs.

The Scrum-agile approach allowed the team to pivot when the client decided they wanted to take the project in a new direction. The team was able to adjust the vacation destinations accordingly and revise the code to adapt to the client’s requests. During the project’s development, the team was able to communicate effectively in many different ways. The Daily Scrum was the most important and efficient way for daily interaction, verification, and communication. The team also demonstrated focal communication between specific team member using peer-to-peer emails. In these emails, the team members were able to go into full detail on what they wanted from their fellow development team members.

In conclusion, the Scrum-agile process was absolutely the best approach for the SNHU Travel project. Within the agile framework, iterations and multiple releases are repeated repeatedly. The agile method allowed the team to be able to adjust priorities at a moment’s notice for the benefit of everyone involved.