Sprint Review and Retrospective

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**. Be sure to use specific examples from your experiences.
* The project owner provided detailed user stories which allowed the development team to better understand the needed requirements and functionality.
* The scrum master put the scrum rules in place, maintained those rules, and facilitated scrum events.
* The development team worked with the product owner to develop and determine the timeline for implementing health/detox travel into the SNHU travel project.
* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. Be sure to use specific examples from your experiences.
* During the development process, the clients reviewed the product of previous user stories and determined that it was not as intended. These changes would have been a lengthy process to fix in a waterfall environment as the waterfall development methodology is designed to only flow forward. The scrum methodology allowed for a faster and more efficient correction.
* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**. Be sure to use specific examples from your experiences.
* With the change under the agile environment, other tasks were able to be deprioritized to accommodate for the change while maintaining the timeline.
* Because features are created in increments, Many changes or interruptions were not necessary to accommodate the change.
* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.
* During an email I had written in module 5 from the developer to the product owner; I had requested that in the transition to agile methodology, when the development team releases completed work, the product owner should provide constructive feedback on that work. This allows the development team to improve and better meet expectations in the future.
* During the same email, the developer informed the tester that they would be working closely with them closely and would need them at the end of each iteration. The developer requested that the developer be available and open to communication with the dev team. This ensures that the tester knows that they are a very important member of the dev team and will need to remain available and maintain consistent communication.
* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. Be sure to reference the Scrum events in relation to the effectiveness of the tools.
* The most useful organizational tool in the SNHU agile project would have to be user stories. User stories not only outlined what the expected outcome would look like, it also outlined required functionality. These detailed descriptions allow the dev team to quickly and accurately determine story difficulty. It also allows the dev team to better define their definition of done.
* The sprint backlog was also a very useful tool. The sprint backlog accurately defined the priority features to be added to the project. This ensured that the most important features were added before other features.
* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. Be sure to address each of the following:
  + Describe the pros and cons that the Scrum-agile approach presented during the project.
* One advantage of the agile approach during the travel project was the capability to implement immediate change to detox/wellness travel without wasting much time or increasing the budget substantially.
* A second advantage to utilizing the agile approach was the capability to release an early design of SNHU travel without adding every feature.
* One disadvantage of utilizing agile is its capacity for change. While this is its major advantage over waterfall development. It is also a weakness. As the project has more capability to change it is more likely to change. This can increase the required number of sprints and drive up the budget by adding features that may not actually benefit the product. This negative effect falls more on stakeholders than the development team but I felt it was worth noting.
  + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.
* The scrum/agile approach was likely the best option for the SNHU Travel project. One reason for this is that the project was able to have an early version released without all intended functionality. A second reason is that multiple functionality changes were made later on. Some user stories needed to be changed, the theme was changed to detox/wellness, and hyperlinks were added for booking.