**Sprint Review and Retrospective**

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**10/26/25**

As Scrum Master for the Chada Tech team, I have guided and observed the Travel Project throughout its development and conclusion. Throughout the project we decided to make focus a priority. Through breaking the Travel Project into divided roles, we optimized performance as well as satisfaction for clients and team members. This was accomplished by breaking our workload into four crucial roles using Agile principles. The roles we separated into Product Owner, Scrum Master, Development Team, and Testing team. An additional team that was indirectly related to the success of the project were the Stakeholders.

**Roles**

The head of our Travel Project was our Product Owner. During production, the Product Owner supported the team from the top by maintaining the product backlog, stakeholder input, and user stories. This was crucial to success during development as user input and requests were a top priority. However, the product owner did not only support the wellbeing of the product but also employees. Throughout development, the Product owner was there to point out mistakes and misdirection's by guiding the team on what was expected of our user stories. This allowed the team to focus on developing products, which benefited the experience of all customers. A specific instance of this in action was observed when a developer was unsure of how the product owner wanted the travel websites displayed to users. After deliberation it was decided a slideshow of the listings would function best.

Although all roles are crucial to the functionality of the team one of the most important roles was the Scrum Master, the scrum master worked diligently to ensure the product stayed optimal and within deadline dividing the development team into smaller clusters to complete separate goals within the weekly scrum such as: finding images, searching for the best locations, creating the slideshow, and inputting useful information. Additionally, the Scrum Master functioned as the middleman for both the development team and product owner, relaying pertinent information to each team. The Scrum master also guided the team along making sure the user stories were implemented correctly. Finally, the Scrum master supported the team by ensuring agile principals were being followed, a specific instance of this was when the development team clustered into to large of a team to complete a goal within the project. This was solved by breaking the team up into several other small teams to complete separate goals.

The development team worked diligently to ensure customer satisfaction within the Travel Project; they did this by listening to feedback passed down from Product Owner and Scrum Master. During development, the Scrum team could count on their Scrum Master to solve problems within development teams; this allowed the developers to focus on implementing changes to the Travel Project so that User Stories could be implemented. Each sprint the development team would split into small teams to complete these stories, whenever questions arose they would seek counseling from Product Owner and Scrum Master ensuring quality. The development team focused on implementing a slideshow of top destinations during one sprint, due to splitting up the workload this user story was implemented flawlessly and on time.

One team that ensured quality and speed was the testing team; the testing teams' goal was simple to optimize the Travel Project and find bugs and nonfunctional code within the project. When found, the team would then simply solve the problem if simple, If complex the testing team would consult the Scrum Master on next steps potentially leading them to pass the work back to the development team for fixing during the next sprint.

Finally, for additional support the product owner would consult with the Stakeholders, stakeholders would then give feedback about future developments for the product, once a sprint was complete the Stakeholders would observe a trial run of the additions before the hit live builds, this safety net ensured users got a complete and high quality update.

**User Stories**

During development user stores ensured quality control as well as guided the team to even more ways to improve the Travel Project, there were several user stories the team worked such as: Top Destinations, vacation types, and price limits, these user stories ensured quality by guiding the team to implement improvements to the product that customers wanted! Without these crucial stories, the team would blindly be modifying the Travel Project, wasting precious time on unwanted changes. This helps speed up the Agile phase responsible for designing; additionally, this leads to less questions during development. Without user stories, development would be scattered, leaving the development team to question if what they are working on is even wanted.

**Handling Interruptions**

Originally the team started development of the travel project known as waterfall, this was very inefficient as waterfall is an all-in-one process where all implementations are developed at one time and pushed to users in one big update. This did not suite the development of the Travel Project as users expected specific modifications that would not be included during waterfall as feedback would only be accrued after the update went live. Future modifications would have to be made after costing both money and time. However, that does not mean the adjustment was easy. Going from waterfall to agile is very disorienting, and it took several weeks for the team to become comfortable with the design flow. Once comfortable, the team entered an optimized state implementing changes faster and more accurately to client needs.

**Communication**

Communication was accomplished in several ways during development, to start the team would meet in daily scrums to discuss workflow and implementations. Once complete, the team separated to complete segments of the product. The use of an information radiator helped keep the team updated on bottlenecks, completions, and future implementations. The development team did not only communicate with each other but also through the Product Owner and Scrum Master using where each would inform them on user stories. Finally at the end of production the team met for a scrum retrospective where they discussed future improvements. This encouraged the team to discuss how things could be improved during future developments while also letting the team find new ways to improve by discussing what went well.

**Organization tools**

The team was very organized throughout development by working in small clusters, the team understood that seeking advice from the Scrum Master or other team members would be crucial to working past bottlenecks. Additionally, the team stayed organized by utilizing Sprint planning and daily scrums; this allowed the team to organize into teams that worked best together. Agile was very effective in keeping information organized in a way where all team members could excel.

**Agile process**

The Agile process was a great for this project and a spectacular improvement over waterfall, I believe this was the best approach as the waterfall method was not optimal for this large scale of a project. Scum was specifically good and lowering cost, improving speed, and maximizing customer satisfaction. The daily scrums allowed team members to discuss client needs and begin developing them. If bottlenecks occurred, the team could approach the Scrum Master for consultation. Finally, after development was complete, the testing team could ensure everything functioned correctly and optimally, afterwards giving feedback to the Scrum Master and Development Team. Once complete, the team would meet with stakeholders showcasing new implementations, after the stakeholders approved the changes and gave feedback, the product could be pushed to clients for more user stories. Agile excelled at keeping the Travel product up to company standards.