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Scrum Review and Retrospective for SNHU Travel Project

Introduction

As the Scrum Master for the SNHU Travel project, I am pleased to present this Sprint Review and Retrospective report. The project aimed to develop an application for SNHU Travel, a travel agency seeking to expand their client base with new tools for their customers. Our team took a Scrum-agile approach to developing the application, and this report summarizes the success of our approach, the contributions of different team members, and the lessons we learned from the project.

Contributions of Scrum-Agile Team Members

Each role on the Scrum-agile team played a vital role in the project's success. The Product Owner was responsible for prioritizing the user stories, ensuring that they aligned with the business objectives, and making timely decisions. The development team members worked together to complete each user story during the sprint, and the Scrum Master facilitated the team's workflow and helped resolve any impediments.

For instance, the Product Owner's involvement in the project was crucial in ensuring that the user stories aligned with SNHU Travel's business objectives. During Sprint 1, the Product Owner played an instrumental role in defining the user stories for the project's Minimum Viable Product (MVP). They ensured that the team developed features that aligned with SNHU Travel's core business values, such as ease of use, personalization, and convenience.

Similarly, the development team's collaboration and expertise ensured the project's success. For example, during Sprint 2, the development team worked together to resolve a complex technical issue related to integrating the booking system with the application. They worked collaboratively and completed the story on time, and this helped the project move forward.

The Scrum Master also played a critical role in facilitating the team's workflow and addressing any impediments. For example, during Sprint 3, the Scrum Master helped the team resolve a communication issue that arose when team members were working remotely. They used video conferencing tools to enable real-time communication, and this helped the team stay aligned and complete the story within the sprint.

Scrum-Agile Approach and User Story Completion

The Scrum-agile approach supported the completion of user stories by providing a clear framework for organizing the team's workflow. The project's backlog, sprints, and daily scrums helped the team stay on track and complete each user story within the sprint.

For instance, during Sprint 4, the team used a Kanban board to track the project's progress visually. This helped the team stay on track, understand what tasks were in progress, and what needed to be completed next. The daily scrum meetings helped the team stay aligned and discuss any issues or blockers that arose during the sprint.

Scrum-Agile Approach and Project Changes

The Scrum-agile approach supported project completion when the project was interrupted and changed direction. The approach provided flexibility, allowing the team to pivot when needed and adapt to new requirements.

For example, during Sprint 5, the team received feedback from the Product Owner that some of the features needed to be revised. The team worked collaboratively to adjust the user stories, and the Scrum Master facilitated a sprint planning meeting to adjust the project's direction. This helped the team stay aligned and complete the project successfully.

Effective Communication within the Team

Effective communication was critical to the project's success. As the Scrum Master, I used several communication tools to facilitate team collaboration, such as daily scrums, sprint planning meetings, and retrospective meetings. These meetings encouraged open communication, allowed team members to share their progress, and discuss any issues or concerns.

For instance, during Sprint 6, the team encountered a complex technical issue related to the application's security features. I facilitated a video conference call to enable real-time communication,

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