As the Scrum master for the SNHU travel website, my job is to help ensure that all the agile principles are being used to produce high quality collaborative and transparent work. This project involved creating a website for SNHU travel to produce a website that gives its customers innovative tools to book vacations. Moving to a Scrum-Agile approach is extremely innovative, allowing the team to be more creative and ensure high quality while also being collaborative and flexible. Furthermore, this retrospective will be used to give insight on the teams' experiences when working in teams and finishing backlog items and will help give us an overall picture of how effective the Scrum-Agile transition was.

Applying roles in terms of getting user stories to completion was somewhat rigorous but smooth the only issue seemed to be getting everyone on the same page in terms of item difficulty and length. This required some deliberation between developers for example when creating user stories some of the developers thought it would take longer to implement the vacation list that is updated according to the users travel portfolio. Other than the team very quickly got to work on what mattered most and made up for lost time quickly by doing the following. The product owner help to facilitate and prioritize backlog items based on user and stakeholder feed back which helped provide direction and focus to the team. Furthermore, I the scrum master helped to facilitate the teams work ethic by enforcing policies such as daily standups and a Kanban board which helped create an environment of transparency and collaboration. Moreover, I sought to remove obstacles plaguing the team by sending the appropriate emails and coordinating with team members to focus on serving the team and product while also leading.

Transitioning to Scrum allows the team to manage user stories effectively through feedback and iteration and implementing policies like pair programing. Before user stories were worked on we began sprint planning which allowed reinforce our priorities and from their

working on items became easy to physically see. Sprint planning also helped us prepare for inevitable uncertainty and volatility so when new items like wellness/detox vacations were unexpectedly given to the team, it was easy to overcome. This helped improve our definition of done and ensured that feedback was iterative and helped to refine the customer's experience.

The transition to a Agile-Scrum process has helped support the team when the project has met interruptions and uncertainty. When the project was halted because of a new trend that was emerging the team was easily able to turn on a dime and posture the website to include detox and wellness vacations like stakeholders and users wanted. Moreover, the team readjusted the task and had no delays in the timeline to finish the product. This was significant because in comparison to waterfall this would have taken a great amount of time and effort to change the website and push the timeline back weeks or months. Handling interruptions in this case were also a non existent obstacle due to aspects of agile that created a collaborative and iterative process that also included everyone.

Along with interruption handling communication was essential in not only the transition to Agile but also for the project to be a success. The entire team discussed process and policies that they thought would be critical for the project completion. As the scrum master we discussed implementing a Kanban board that would grow in complexity and also be iterative to help maintain structure and daily scrums so the team could stay focused on relevant sprint goals and remove obstacles. Furthermore, the development team suggested that we use pair programing to create transferable skills and flexability between the development team. The testing team included exploratory testing so that creativity could be used to rule out edge cases and develop more accurate user stories. All of these successful implementations helped solidify the teams

importance of communication while improving the process the team uses for the definition of done.

Aspects of this project would not be possible without the implementation of specific tools and agile principles that created discipline in the team. Specifically daily scrums, stand ups were crucial and as the scrum master helped the team not only collaborate but by asking and responding to questions in a quick and concise manor were crucial for the project. Furthermore the different development techniques. Welcoming changes late into development was a principle that the team had to personify due to changing criteria helped to give us a competitive advantage because we listened to the users and emerging trends. Another organizational tool that was of great use was the kanban board. The kanban board was an organizational tool that was physical and allowed the team to put eyes on and interact with product items that were in progress needed to be started or done. This also opened communication on what done meant to each person and their requirements for it.

Scrum is a process that needs constant iteration and therefore the process as a whole needs to be evaluated for what works and what doesn't. Collaboration has been a cornerstone of the transition from waterfall to agile this has helped to foster communication and transparency. Furthermore, Flexibility and continuous iterations and delivery and this has been one of the greatest pros of scrum. On the other hand some of the challenges and ultimately cons come in the form of a learning curve of getting into the grove and getting the team used to this development process. Not only that but Item estimation can be a challange leading to inaccurate timelines and therefore creating some technical debt. Overall Scrum was the best approach to this product simply because of the development process and the short timeline. The team had to be creative

and collaborative while also welcoming late stage changes in development scope that ultimately

would lead to a better product for the customer.