**SNHU Travel Scrum Team Sprint Review and Retrospective**

As part of Scrum-agile I will bring you this review/retrospective of our team's work last iteration on the SNHU Travel website. The extra management that is required for Scrum-agile is tough, but the flexibility gained from agile development adds more than enough value to our development team to compensate.

As a new Scrum-agile team in order to ensure as much success as possible, we had to take special care to make sure to fulfill each of our roles. Our product owner did a phenomenal job of stepping into her new responsibilities. She had to be the intermediary between the stakeholders and development team. With her help, we were able to listen to the wishes of our stakeholders and shift focus of our website to a primarily wellness based travel website soon after the start of development. Another major job of the product owner is to maintain the product backlog. With some guidance, our product owner was successful at starting this large undertaking, taking in new requirements and breaking them down into manageable user stories for the developers. Our tester did a good job of keeping on top of developing tests for the user stories before development was started. This helped give our developers a goal post for what they needed to create, speeding up development time. The developers did a good job of focusing and completing single stories at a time working with the product owner to ensure they were providing value. As the Scrum Master I kept the team following the principles of Scrum-agile and participating in scrum primarily by holding daily stand-up meetings. These meetings allowed us to stay on track and identify any impediments to completing any current user stories.

The Scrum-agile approach to the software development lifecycle changed how we as a team looked at user stories. We didn’t look at the stories as a part of the finished product, but instead as the value they provide on their own. This view made it easier for us to shift focus. For example, we switched from using lists of travel sites to slideshows early in our development process. This kind of development switch might not happen until the end of lifecycle in a waterfall approach. This last shift could cause major rework with significant delay in product completion or cause the product to be unchanged without the new features that the customer wanted by the time it hit production.

The Scrum-agile approach helped us when we had to change direction in the project. When the decision was made to change the list of top destinations from a list to a slideshow, the product owner had to quickly communicate this new requirement to the developer which in turn required the developer to change the structure of the code. Because this decision to change the project was made, and acted upon, early in the project, the changes and impact on the timetable were minimal.

Communication has been a larger focus for our team now that we are using scrum. In this email below, the developer was communicating to the Product Owner in order to aid a shift in development and prepare the tester for the shift in the SNHU product.

Good Afternoon PO and Tester,

Looking at what we have so far, shifting focus to detox/wellness vacations should mostly be a find and replace in the backend. This is doable in the iteration but please, Product Owner, let me know what stories you want me to de-prioritise for this iteration. Tester, I have tried to keep the framework as stable as possible, which should lead to little to no change in the structure of your test, but you will have to change expected values for many of your test cases.

I will give an update on my progress tomorrow at the daily stand up.

Best,

Tyler Owens, Developer

The Scrum-agile tools and principles helped our team’s success. When our team started implementing their daily stand-up meetings, in the beginning team members were a little shy and hesitant to participate, but as they warmed-up to the format of the daily meeting and experienced the benefits, they started recognizing where they could help their team members. This led to our development team leveraging their strengths more and produced a more successful collaborative approach. Using user stories also helped the developers focus their work, adding value to the customer, and eliminating some wasted development time.

As this is a new approach to development for SNHU Travel, I will give my honest thoughts on the Scrum-agile methodology. While the methodology did allow us to pivot quickly, it does present challenges in time estimation. I believe as we have more experience and get better at implementing scrum, we will get better at the estimation of timetables for large projects. Scrum did allow us to pivot quickly to shift in focus. Scrum also took up more of the management and developer time with meetings, but I believe these meetings were helpful to the changing focus and allowed our developers to leverage each other's talents. I think for SNHU Travel and for any other internal projects similar to this, Scrum-agile was the best approach for our team as it allowed us to be more flexible and leverage our developers talents to produce the most successful deliverable possible for any time frame.