**Review and Retrospective: Applying Roles**

Throughout this course, I took on the role of Tester on the Scrum Team to develop an application for the client SNHU Travel, the team was moving away from a waterfall approach and toward an Agile one. The group comprised of a Product Owner, Scrum Master, and Development team (Developers and Testers). The purpose of this paper is to analyze the Scrum-Agile practices used on this project. For this examination, I will make determinations about how these strategies did or didn't add to the final product.

**Product Owner**

Everyone from the group is a basic player in the Agile approach. Because it serves as a direct link between the client and the Development Team, this position is crucial. The duties as Product Owner extend beyond standard project management. The project owner is required to define the project's implementation requirements. They conducted a focus group with a variety of end-users and gathered some of the requirements directly from the client. They also make User Stories for the Product Backlog. The Development Team's approach to the project from beginning to end would be shaped by these User Stories.

**Scrum Master**

The Scrum Master is tasked with supporting the Product Owner in the creation and maintenance of the backlog and ensuring total transparency at all Scrum team levels. They are also the point of contact the between the Product Owner and the Development Team. The Scrum Master facilitates a sprint planning session to review each User Story that would be accepted into the first sprint after the Product Owner had defined the User Stories. Our focus was working cohesively as a team and making a log as we went to ensure that things did not go off track. The team was able to determine the amount of work required for each user story with the help of this method. Project development began after the items in the backlog were identified. The Scrum Master led daily meetings, which consisted of brief meetings lasting fifteen minutes to discuss the day's activities. These meetings have the advantage of keeping things open and identifying and reducing any uncertainty that could affect development. As Scrum Master, I wanted to help the team out and show them how to use the Agile method.

**Development Team**

As a member of the Development Team, I worked alongside the Developers who structured their code in accordance with industry best practices. My job as a Tester was to be able to work with everyone on the team to create test cases and find any bugs that might be introduced. "Test early, Test often" is a key principle in iterative development, making this a crucial position. Both jobs filled in as basic parts to the Scrum-Deft cycle. Business value is created in these roles.

**Review and Retrospective: Completing User Stories**

The Scrum-Agile approach to the Software Development Lifecycle (SDLC) really helps to isolate important project functionality. If it is not done correctly, software planning can be very complicated. Being able to separate complex undertakings into more modest additions is critical to fruitful sending. During the SNHU Travel project, we gathered requirements from end users and developed User Stories. These Client Stories characterized the usefulness of these necessities. User Stories are intended to be brief but sufficiently descriptive for both users and developers to comprehend. The standard practice for Client Stories is to express the prerequisite and confine the usefulness and its motivation. A Client Story comprises of the who? what? and why? The "who" is the intended user, the "what" is what the user needs to complete a task, and the "why" is the reason for the functionality that adds value to the requirement.

**Review and Retrospective: Handling Interruptions**

Agile means "responsive" and "flexible," which means that it can adapt to changes. Deft undertakings are supposed to have some degree of vulnerability. For instance, the SNHU Travel project's new focus on detox/wellness travel allowed us to modify the previously developed code to accommodate the new requirement.

**Review and Retrospective: Communication**

The requested modifications in the SNHU Travel project raised concerns regarding the code base's functionality. It is my responsibility as a developer to reduce redundant code while avoiding introducing new bugs. The communication with the product owner and tester demonstrated this mindfulness.

**Review and Retrospective: Organizational Tools**

There are various devices that can assist a Scrum with joining change to Light-footed. Azure DevOps and JIRA were the tools used for the SNHU Travel project. The team was helped by Azure DevOps, which made it easier for them to move into an Agile environment. The team was able to develop the project using the tool by creating sprints, user stories, and a product backlog. We utilized JIRA to oversee individual errands and bugs. Both of these devices were an extraordinary method for keeping up with straightforwardness in a disseminated group climate. Using video conferencing software like Skype and Webex, we also conducted our daily standups from a distance. An alternative to conventional information sources is provided by these tools. They show the project and its activities in real time in a convenient visual way.

**Review and Retrospective: Evaluating Agile Process**

I believe that this project's use of Agile had both advantages and disadvantages. It was also hard to predict the SNHU Travel Project. The project's scope can easily get out of control and cost more than expected if there is no way to control it. Because the customer's requirements can change at any time, scope expansion is almost always necessary in an Agile project. The quality of the product, as well as the involvement and contentment of stakeholders, rise as a result of the lack of predictability, even though requirements may shift.

In general, I believe that implementing Agile on the SNHU Travel project was a wise decision due to its increased flexibility and transparency. We also reduced the possibility of missing a crucial customer requirement. The Development Team and the customer were both pleased with the final product, which was of high quality.

In conclusion, project management teams are increasingly adopting Agile. Nonetheless, not all activities are made equivalent. Before committing to an Agile approach, it is essential to comprehend the requirements. When incorporating Agile into any project, having access to essential resources can also be helpful. The advantages of producing a high-quality product that adds value far outweigh the degree of uncertainty associated with Agile, in my opinion. Products based on value are essential to an organization's stability and customer retention.