**Sprint Review and Retrospective**

All of the roles in the agile SNHU travel team each had significant contributions to the overall success of the project. For the Scrum master, they contribute differently through the varied stages of the project timeline. In the beginning, they participated in the initial client meeting with the Product Owner to discern the epic goals, begin to define precise user stories, and determine how many team members are required. A specific example is when Ron (the Scrum Master) met with Amanda (the client) and Christy (the Product Owner) at the beginning of the project in order to define the project’s specific epic of creating a niche vacation booking system. Additionally, they set up the first Daily Scrum like in Module 2 and assist the Product Owner in prioritizing the Product Backlog. One of the last steps for the Scrum master before starting the first Sprint is conducting the Sprint planning. Sprint planning involves the refinement of the Product Backlog and selecting which user stories will be included in the sprint. As this is the very beginning and there is not current Sprint in which the Sprint Planning and Product Backlog can occur in tandem with, the planning and backlog refinement will be completed quickly and to the lowest level of completion required in order to kick off the first sprint. As the project moves past the beginning stages, the Scrum master guarantees the execution of the Daily Scrum and helps correctly facilitate its’ proceeding. Furthermore, the Scrum master collaborates with the product owner to ensure that sprint planning and product backlog refinement are completed and ready for each successive sprint. Overall, the Scrum master plays a crucial role in the setup of the agile team and each Sprint. Additionally, one of the more important responsibilities of the Scrum Master is hosting the Daily Scrum as its’ benefits of communication, transparency, and issue resolution are unmatched for team velocity.

For the product Owner, they meet with the client at the beginning and throughout the project will also maintaining a consistent avenue between the team and the client for feedback and completed work to be passed back and forth. As already mentioned above, the product owner meets with the client initially to assist in the setup for the agile team and the initial sprint. Furthermore, throughout the project timeline, the product owner works to refine the product backlog as new changes and feedbacks arises and ensures that user stories are already picked out for new sprints before the old sprint finishes. An additionally, responsibility of the product owner can be seen when Christy meets with some SNHU Travel customers to hold a focus group in order to gather their needs and wants for a niche vacation booking system. After the focus group, Christy brought the new developments from the focus group and the client to the agile team. She answered questions from the team about the new development requests and gauged the team on how this might impact the timeline and current development. Overall, the product owner is a critical part of the agile team and maintains the crucial communication line between the team and the clients ensuring that the development team creates valuable work in order to give the client a product with the most value.

For the tester, they play a significant part in the development/sprint part of the project timeline. Through their consistent efforts to continuous test and revise their code, all sprints that are completed produce workable products that can achieve all required test cases for the user stories. A specific example, would be when the tester in the team authentically listens to Christy briefing the new changes and makes the required changes to their test cases. Overall, without the testers’ efforts, then workable products would not exist and cannot be shown to the client to ensure satisfaction.

For the developer, they play a pivotal role in the development of the final product for the client. Developers really rely on the scrum master and product owner to explicitly define what user stories are being completed within a sprint as well as creating clear and precise user stories. User stories that are clearly defined save the developer a lot of work and wasted time. Furthermore, when there is confusion about a specific feature, developers reach out to the product owner for clarification. For example, when I was acting as the developer, I crafted an email to the product owner asking clarifying questions about the storage location of all the vacation destinations as well as how the maintenance of the site would be handled.

A Scrum-agile approach greatly benefited all of the user stories. A great example of one of the benefits is the Daily Scrum. Through hosting the Daily Scrum, all user stories will briefly receive the team’s attention and if any development obstacles arise with the story, then the team can brainstorm on its; solution and pull in other developers in order to resolve it. Additionally, user stories benefit through the product owner’s efforts in clarifying the client and focus group desires and clearly expressing that to the developers through a precise user story. A Kanban board ensures that no user story is left behind and is right in front of the team the whole time. Through showing its’ progress, its’ developer, and a place to learn more about it, the team is thoroughly educated on its’ acceptance criteria and the accompanying test cases.

The Scrum-agile approach really contributed to project completion in times of interruption and changes of direction through the values it holds rather than its’ explicit frameworks. While product owner’s and scrum master’s efforts to reprioritize the product backlog and clearly define user stories is invaluable and benefits the project with interruptions, the values of openness, respect, and courage are irreplaceable. By being open to the new changes, the team was able to quickly most past the negative feelings surrounding the change and begin to work towards the new objectives. Respecting the views and desires of the client as well as the job that the product owner has to do gives the team a priceless respect towards each other and the product they are working on. Allowing them to listen to the new goals with authenticity with the goal to understand and execute them. Finally, being courageous gives the team an avenue to express their true professional and mature opinions about the changes, which could potentially prevent any misguided changes. Furthermore, the courage to share that the changes might delay the timeline is critical as it gives everybody a fair and transparent evaluation of the current situation and promotes trust between the team and the team.

I think that throughout the project timeline, one of the most important abilities and skills to have is communication. During the project, I have emailed multiple different team members and spoke in the Daily Scrum everyday. My email as the developer to the Product Owner and Tester was extremely effective as I separated out and highlighted the specific questions I was asking and ensured it was done in a professional and clear manner. While the email was primarily for the Product Owner, I included the Tester as well to ensure that they had the most recent information and would be able to make any relevant changes on their side. Another email I sent to the Product Owner as the Tester was effective because I again ensured that the questions stood out in the body of the email and it was professional written. Furthermore, while the email was sent to the Product Owner, it was mainly for the client or could be the basis for another focus group; thus, the email was professional done. Overall, both of these instances and specifically the Daily Scrum, give each team member a chance to speak and collaborate with their fellow coworkers.

One of the organizational tools I used in the project was JIRA. JIRA was an extremely beneficial tool for almost all stages of the agile framework. While the Product Owner still has to conduct the product backlog grooming for the sprint planning, all of chosen user stories for the sprint can easily be entered into JIRA and tracked through agile or kanban boards. Additionally, each task displays who it is assigned to and its current stage of the development process. These features are instrumental in having a clean and effective sprint. Furthermore, it allows for the Daily Scrum to occur without hitches and provides a physical reminder to the topics discussed in the Daily Scrum. Additionally, automation can be used to automatically send reports or briefs on the current progress each day to all members. When thinking about JIRA in the context of the review and retrospective, the ability to generate reports on overcommitment and burndown are unmatched. Providing the Scrum master valuable metrics on the previous sprint and numbers to examine future sprints through.

I think that overall, the Scrum-agile approach for the SNHU Travel project was vert effective. The pivot to focusing on detox/wellness vacations really exemplified how beneficial the framework can be in times of uncertainty. The team was quickly briefed and reorientation for each team member occurred effectively with little time committed. However, for a small team like the SNHU Travel project team, I feel that the Daily Scrum could become repetitive if the team velocity is not very high. For example, if user stories are straightforward and require a couple days to complete, then team members are saying the exact same thing each meeting for a couple days. When examining the whole SNHU Travel development project, I think that the Scrum-agile approach was the appropriate choice. When significant changes and uncertainty hit, the team was easily able to adapt with openness and courage. Additionally, the project did not require the entire project timeline to be planned out from the beginning therefore further making agile the preferred approach.