**Retrospective**

During the SNHU travel project, each of the team members played a very crucial role that helped us accomplish our end goal and successfully complete the project.

The product owner communicated with the clients and stakeholders to understand the product vision and then conducted interviews with customers on what they were looking for in the application. After gathering all the requirement, the product owner created well defined user stories that outlined the requirements. The product owner made sure that all the questions from the development and testing teams were answered and clarified for them any questions regarding the user stories and requirements. Midway through the project, there were some requirement changes from the clients and the product manager made sure that those changes were reflected in the user stories and communicated with the team.

The development team communicated with the product owner to understand the requirements and used their skills to implement the user stories. They actively participated in sprint planning, estimated the effort required for each task, and collaborated on technical solutions. They turned the product vision into reality and worked in Sprints to incrementally develop parts of the application. They also adapted to the requirement changes by communicating with the product owner and testing team to ensure all the requirement changes were addressed. After testing was conducted by the testing team, the developers worked on fixes for the reported defects.

The testing team were in constant communication with the product owner to understand requirements and changes throughout the process. They were also collaboratively working with the development team to thoroughly test the delivered parts every sprint and ensure that the features matched requirements. They also created test plans based on the requirements provided by the product owner and reported defects/inconsistencies for the development team to fix. They conducted retesting and delivered a fully tested product for demonstration and deployment.

As a Scrum master it was my duty to facilitate all the Scrum practices throughout the project. We carried out scrum events like Sprint planning, Backlog refinement, Daily scrum meetings, Sprint Review and Retrospectives to ensure that the team was on track and all the progress was being shared with team members. I was available to answer any questions regarding Agile and was the team’s go to resource for when goals and expectations had to be set. I was also responsible for recording feedbacks from clients/stakeholders during review meetings and set goals based on retrospective discussions which the team then tracked in the following sprints.

The Scrum-Agile approach to SDLC was extremely helpful in the completion of the user stories through incremental development and continuous collaboration. Agile based approach allowed for the project to be divided into multiple sprints with each sprint producing a potentially useful and deliverable part of the project. This approach also allowed the team to receive helpful feedback from the clients/stakeholders as well as discuss and reflect upon their progress at the end of every Sprint. Agile also allowed a lot of flexibility in terms of accepting requirement and UI changes throughout the project. These requirement changes were easily incorporated with the help of constant communication and continuous collaboration between team members allowed by the Agile approach.

When there was a sudden requirement change to incorporate a booking tool for detox/wellness travel from the original plan, the team was equipped and ready to change direction without much hesitation or obstacle. Because we were working in Sprints, it was easy to prioritize and deprioritize user stories and take up the more urgent tasks right away. The product owner communicated all the information regarding the change to the team through updated user stories. The development team then implemented the updated stories while the testing team updated their test cases to cover the new requirements. Working in Sprints allowed the flexibility to still enable the team to stick to original timeline.

There was constant communication between all team members throughout the process. Agile presented the team with the opportunity to work in a highly collaborative and transparent environment. The Agile practices like regular scrum meetings allowed everyone to share their progress, raise questions and point out blockers. The team also communicated by means of emails for formal requests. The testing team members requested the product owner for information regarding requirements and clarifications to some questions. The developers also used email to communicate with the product owner and testing team to get information on updates on user stories and test cases as a result of the requirement changes. The team was also providing feedbacks during retrospectives to ensure certain things that needed improvement were addressed.

Organizational tools were very important throughout the project to keep every member on track record progress and carry out certain Agile practices with ease. An example of such a tool was Jira. We used Jira for project management and to create user stories and test cases. We were able to add estimations and priorities to each ticket as well as conduct Sprint planning and backlog refinement with ease. It also allowed everyone to refer to the specific tickets during daily scrum meetings. Overall, it was a very effective tool which increased the efficiency of the team.

Some Pros of Scrum-Agile Approach:

* Flexibility and adaptability to changing requirements and project direction.
* Regular feedback loops with stakeholders to ensure alignment with their expectations.
* Promotes collaboration, knowledge sharing, and cross-functional teamwork.
* Enables early detection of issues or risks through iterative development and continuous integration.

Some Cons of Scrum-Agile Approach:

* Requires active participation and commitment from all team members.
* May be challenging for the company as a whole to get accustomed to Agile after being used to traditional waterfall methodologies.
* Continuous change and reprioritization may introduce scope creep if not managed effectively.

Considering the uniqueness of the SNHU Travel project, the Scrum-Agile methodology was very reasonable. Its iterative and collaborative nature allowed the team to quickly adapt to interruptions, shifts in course, and changing requirements. The regular feedback guaranteed that the client's requirements were addressed, allowing the team to deliver a product that lived up to their vision and expectations. The team was able to adapt and deliver incremental value thanks to the Scrum-agile approach's flexibility, making it the best choice for the SNHU Travel development project.