**Sprint Review and Retrospective: SNHU Travel Project**

During the time of the SNHU Travel project, we have worked together to improve the existing SNHU Travel site to the standards expected by our customer base. In an effort to expand that customer base, we brought in users and discussed what they would like to see from our site and how we can improve their experience as customers.

The Product Owner met with our users and took notes on their opinions on how to improve the site. The Product Owner came up with a plan and developed a backlog of what needed to be done throughout the project.

Aside from the Client and Product Owner, our team consisted of myself, The Scrum Master and our Testers and Development team. Once the Product Owner had met with the client and had a thorough understanding of what they wanted to see in the project, we moved on to meeting with the team and laying out the groundwork for what needed to be done. This is part of where I come in, organizing and leading daily scrum sessions to keep our team on the same page throughout the project. I made sure an open line of communication was created and kept in tact throughout the project. I made sure every team member had a chance to voice their opinions and concerns in the scrum meetings. I made sure the development team’s skills were laid out effectively and fairly and adapted those skills as the project changed and evolved. The development team took the ideas and wants of the client and turned them into a workable product. This was then passed to the Testers who ran through every form of test to make sure all areas were inspected thoroughly. If something was found wrong or not working properly, the testers would inform the developers who would work on reforming the product. This would keep happening until the product is in a suitable final stage where it can be released to the users.

Throughout the project, the Product Owner and the client remained in contact, making sure we remained on track and on top of evolving changes in the final product. The Product Owner made sure any changes were effectively communicated through the team where we adapted our plans to better suit what the clients wanted. When changes did happen, we updated the backlogs, reevaluated the plans and updated the team as a whole so everyone was on the same page.

We started out in the beginning with our clients requesting things such as a top ten destination layout on the main page so they could see the most visited/popular destinations. As the user stories developed, this merged into them wanting to see a more customizable main page perhaps based on search history of the individual user. Some also requested such things as price customizability that could be changed based on particular preference. They also suggested having a further breakdown from a main destination that would then show popular attractions at each destination. This would be done using private profiles for each user that could be customized in settings or on the main page using a filter option. As the project began underway we had a request to have the site be specifically designed to show detox/wellness destinations. We made the changes to our plan and informed the team as we were aware of them.

After deliberation amongst the team we decided we could achieve this with our initial timeline by making changes to our current plans. We updated the backlog and reformed the azure boards as needed to move the project forward. All of which were effective in keeping the team updated and on task. We did not need to restart but shift the project to better suit the new wants of our client. Keeping in contact with the client at this time saved us crucial time that would have been wasted had we released the final product before knowing the wanted changes. A definite positive to taking the agile methodology over the waterfall methodology we were more accustomed to.

I believe the agile method proved to be best for this particular project as it gave us an open line of communication throughout the entire project. It allowed not only the client and Product Owner to have a voice, but for every member of the team to also have a voice. It allowed for opinions and concerns to be reviewed on a daily basis and for the team to use tools to keep themselves organized and up-to-date. It allowed for testers and developers to work hand in hand and evolve their work to best suit the project. It allowed for a strict line of communication from the client all the way to the testers and every stop in between. In the event of changes, communication was quick and effective, allowing for the project to change gears quickly and effectively. While there were many tools we didn’t use that are offered by the agile method, we stuck to a more simple approach and were still productive and positive throughout the project.