**Sprint Review and Retrospective**

The various roles on my Scrum-agile team contributed to the success of our project in many ways. Christy, the Product Owner for our project, set us up for success by giving the team some much needed guidance and direction on what type of project we would be working on. She kept us apprised on the tasks to be accomplished and in what order they should be done. She was always available to help us achieve the greatest value out of the work we were doing and out of the final product. Our Scrum Master, Ron, was very helpful in making sure our team had all the resources and help we needed. Ron made sure our product backlog was up to date. He made sure that any challenges or encumbrances we encountered were removed quickly and efficiently. Ron was very good a facilitating our scrum events and keeping us on track and on time when needed. Brian, the team tester, worked very diligently in letting us know what criteria he was looking for in the acceptance of our code. He worked very closely with the developer to create acceptance tests and helped to clarify any issues in our code or the user stories. He was very efficient in running the tests and analyzing the results as well as presenting those results in a way that made any changes that were required easily identifiable and fixable. Our team developer, Nicky, was very receptive to any input from Brian to clean up the code and make it easier to test and easier for Brian to read and analyze. Nicky also worked with Brian to help develop more efficient tests and worked to implement test driven development to ease the burden on Brian when testing the software. Nicky performed very well in instituting code that followed current best practices and cleaning up the code so that further maintenance and integration could be performed with minimal effort. Everyone on the team worked very well together to help make each other, the product, and the company better overall. Everyone provided great feedback, peer reviews and constructive criticism to make everyone better at their jobs.

The Scrum-Agile approach that our team used to accomplish the Software Development Life Cycle of this project was very efficient in allowing us to accomplish our tasks with minimal downtime and little to no setbacks. This approach allowed us to easily pivot and change our priorities when the client decided they needed to change focus of their website from listing the top five to ten destinations, to listing the destinations that more appealed to a wellness/detox getaway or vacation. The agile process allowed us to easily pivot and move this to the top priority in the backlog and gear our development in this direction with minimal upset to the design process.

My communication with my team proved very valuable in this sprint. On a few occasions I had to contact individuals by email in order to clarify some topics and request further information in order to proceed with the design most effectively. On one occasion as the product tester, I emailed the Product Owner to clarify some of the user stories and how to best test for what the end user would be looking for from this product. This clarification better helped the tester in know what the end user experience should be so that they could predict how the software should function for their needs. This also allowed for the developer to better know how to design the user interface and how to present the search results to the end user in the correct order and ranking.

The organizational tools present in the Agile model of SDLC were very effective in helping our team become successful in our project completion. The user stories were very effective in allowing us to see the design from the eyes of the end user and therefore were able to design and test the software based on these expectations more effectively. The product backlog helped to keep us on track and helped us to work on the things that were most important first. This made our productivity much more efficient. It also allowed for the priorities to be shifted as needed when changes arose. The Scrum board allowed us to easily see what everyone was working on at any one time, what had been completed already, and what still needed to be completed. This allowed for easy reference if we needed some information or assistance from another team that was working on a different backlog item. We could easily see who was working, or previously worked on, this item so that we had quick access for collaboration. The Daily Scrums were very helpful in quickly getting encumbrances removed, quickly shifting priorities as needed, and quickly getting team members back on track that may have strayed from the current sprint priorities. All together these tools were a great help in making this sprint a huge success for the company and product. The SNHU travel project benefitted greatly from this Scrum-agile approach as was seen in how quickly we were able to pivot when the priorities of the client changed. Without this model, the change would have been much more of a hiccup in our production and potentially cause a chaotic scene when trying to determine what resources and individuals needed to be diverted to work on the changes and how best to accomplish this in the most effective manner possible. Without agile, much of our time would have been spent just in the planning of how to switch gears and accommodate the client’s request. I can’t think of any cons to the agile model in regards to this project and sprint.