**SNHU Travel Project**

**Sprint Review and Retrospective**

Over the last several weeks, our team at ChadaTech has been testing a different approach to software development. For many years, ChadaTech has been developing projects using the traditional waterfall development model. Our team is the first at ChadaTech to test out the scrum-agile approach while developing an application for SNHU Travel. During this review and retrospective, we will summarize, analyze, and draw conclusions on the work completed during the development of the SNHU Travel application by the Scrum-Agile team. We will review items such as scrum-agile team roles, completing user stories, handling interruptions, communication, organizational tools, and evaluating agile processes.

In a Scrum-Agile team, the team must act as a cohesive team. The three main roles in a scrum team are the product owner, scrum master, and development team. The primary responsibilities of the product owner are to provide directions to the team, prioritize the work, and maximize the value of the product. The product owner is the primary contact with the client/user. Any questions for clarification regarding the project typically go through the product owner. During the SNHU Travel project, the product owner met with the client several times. They listened and asked questions to the client to be able to create user stories that best met the requirements and needs of SNHU Travel. The main responsibility of the scrum master is to facilitate Scrum events. This is done in various ways. The scrum master ensures effective product backlog management, helps the development team create high-value products, and removes any challenges or roadblocks that the development team may have. The development team is responsible for designing and developing the code used for creating the projects/products.

During the development process of the SNHU Travel application project, the user stories played a key role in the development of the application. These user stories allowed the Scrum team to prioritize the needs and requirements of SNHU Travel. We were able to make priorities based on what members of a focus group would most want to see on a travel website. When creating the user stories, we were able to make specific requirements for each, rank the user stories based on importance, and determine the size of each user story. By knowing the requirements of the user story, we are able to estimate the size and length of time the user story will take. Prioritizing the user story based on the most important to SNHU Travel lets us focus on those most important. By focusing on the most important user stories, we were able to create the best travel application closest to the desires of SNHU Travel.

Using a Scrum-Agile approach to software development makes handling interruptions and changes to a project easier to navigate. The traditional waterfall method doesn’t allow for changes to the project. The waterfall method has all of the planning at the beginning of the project, followed by the development of the software, and finally testing. The Scrum-Agile approach breaks the entire project into shorter timelines/sprints. Typically there is no changes during a sprint, but a sprint can be cancelled during the sprint if needed. At the end of a sprint, changes to the project are easy to implement based on client requirements. Changes to a project generally don’t impact the final timeline; however, if there are major changes, especially late in the project, the final deliverable may need more time to complete. The Scrum-Agile approach also allows for updates in the user stories and product backlog, making changes and interruptions in projects easy to handle. In the SNHU Travel project, the client changed direction in the middle of the project by wanting the Top 5 Destinations to go from a list view to a slide/presentation view. In this project, the interruption and change of direction did not have any impact on the overall timeline to deliver the final application.

Communication is key to the success of a Scrum-Agile Team. The best methods of communication on a Scrum-Agile Team are through email or instant messaging. This way, you can go back and reference the email or message whenever needed. Other forms of communication on the scrum team are with the daily scrum meeting that the team has. Our team holds a daily meeting at 9:00 a.m. every workday. The team knows that the meeting is a requirement to attend and be on time every day. The meetings were short (15 minutes) and very to the point. The expectation was for everyone to be ready before the meeting each day. The daily meeting allowed everyone in the team to be on the same page regarding where the team is on the completion of tasks for the project. There are three main questions that each team member answers during the daily meeting: those questions are “what they did yesterday to help meet the sprint goal”, “what they will do today to help meet the sprint goal”, and “what impediment/roadblocks they have to prevent from meeting the sprint goal.” To help facilitate the daily meeting, these are the only topics discussed. If there is anything else that the team wants to discuss, those topics are noted and discussed at a later time.

The main organizational tool used by the team was the product backlog of user stories. Organizing the user stories was instrumental in prioritizing what was most important to complete. We were able to order the user stories based on the greatest importance to SNHU Travel.

The Scrum-Agile approach has many pros over the traditional waterfall method for the SNHU Travel project. First of all, the Scrum-Agile approach made the change of direction during the project much easier to handle. If we were using the waterfall method, the changes would not have been possible to comply with. The Scrum-Agile approach was the better method for the SNHU Travel project with the short deadline given.