**Sprint Review and Retrospective**

Each role had a significant impact to the success of the SNHU Travel project. The product owner collaborated with each member of the team to capture the agile principles of transparency and open communication. The product owner created the user stories, prioritized the product backlog, and assisted the tester with the test cases. The product owner maximized the value of the product by delivering the first increment of the sprint to the stakeholders. This led to the change in requirements from “Top 5 World Destinations” to “Top 5 Wellness/Detox Destinations.” By gathering that feedback the product owner was able to give the development team the specific requirements being requested by the customer.

The developer wrote the usable code for the slide show that the customer requested. The developer hit their deadline early in the sprint which allowed for customer feedback. This feedback led to a change in requirements in which the developer adapted to.

The Scrum master facilitated the scrum events with the sprint planning, initial daily scrum, and now the sprint review and retrospect. The scrum master also ensured that any of my external distractions were solved. I believe I reached out once to communicate the missing of a deadline which the scrum master solved for me.

The stakeholders provided open communication and timely updates that led to the success of the product development. Their ideas were captured in the user stories and then brought to life by the developer.

The tester provided expertise by clarifying the end goals of the product and turning that it test-cases. Those test-cases helped the developers know what code was necessary to produce a product that would pass the end users test.

The Scrum-Agile approach to the software development life cycle (SDLC) helped the user stories come to completion by increasing customer collaboration. The product owner and the customers collaborated to establish the goal and requirements for the software. Their input was captured by using the best practice of “As a <role>, I want <a feature>, so that I can <accomplish something>” model. The user stories led to the product backlog. The Scrum-Agile approach was used further in the SDLC by adapting to changes in the plan. Originally the plan was to create a Top 5 World Destinations”. This changed after development began to, “Top 5 Wellness/Detox Destinations.” This adaptation to changes in the requirements is part of the foundation of Agile practices.

The communication between the team was effectively shown with the daily scrum meeting, the face-to-face interactions, and email. The daily scrum helped identify the following: what did I achieve yesterday, what do I plan to achieve today and if there were any impediments to achieving what I plan? The face-to-face interactions helped clarify the requirements for the sprint. The email from the tester to the product owner caused the product owner to reach out the customer. This interaction enabled the customer to communicate the change in requirements. The email also helped the tester develop the test-cases.

The scrum events themselves were very effective in the planning, development, and review of the product. The sprint planning was seamless as the requirements were passed from customer to product owner to development team. The team then split the requirements into increments and began development right away. After reviewing the sprint with the stakeholders, we learned that the requirements for the product had changed. The team was able to adapt to those changes and improve on the code they had started. The sprint itself was useful in breaking down the priorities of work in digestible increments. This final review and retrospect have served as a way for the team to reflect on the agile processes as well as their performance.

The first advantage to using the scrum-agile approach when creating the SNHU travel product was the interaction with the customers. I was able to work directly with the customers to accomplish the goals for the product. After I learned their goal, I was able to put together user stories to better organize the requirements for the desired software. The user stories helped me to focus the development process on the priority of top destinations. This led to maximized product value in the given time for my increment.

Another advantage to using the scrum-agile approach was the ability to adapt. After I met with the customer, I was able to gather feedback for a change in requirements to the travel website. Based on that feedback I was able to revise and improve the product I started working on. Although, it did upset the developer who was afraid they would have to start over. The product owner reassured the developer that we wouldn’t need to start over but simply pivot in a different direction.

One of the disadvantages to using the scrum-agile approach when creating the SNHU travel product was the test-case process. Brian, the tester, appeared to be out of the communication loop. His email to Christy asked for a top 10 listing. This indicated that he was not caught up on the correct requirements for the software we were developing. Perhaps, it was this email that led to Christy meeting with Amanda and gathering new requirements for the detox/wellness destinations. The test-cases themselves also proved to be a disadvantage. I started to get creative with the possibilities for the travel website only to find out that the customer was not interested in those. Potentially in the next sprint I could implement some of those features to increase the value of the product.

The scrum-agile approach to the SNHU travel product was the best approach because of the change in requirements after development. After the initial increment of the travel product was complete, the customer decided to narrow the range of travel destinations to wellness-detox specific locations. In the waterfall approach we would not have received this feedback until after the implementation of the software which would have wasted time and money.

**Resources**

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