**Sprint Review and Retrospective: SNHU Travel**

**Dale Livingston II**

**CS-250-16319**

**December 15, 2024**

**Introduction**

For this Sprint Review and Retrospective, this paper will review how ChadaTech used Scrum-Agile to work on a project for SNHU Travel. This will also cover how each Agile team contributed to making this project go smoothly. At ChadaTech, our team is the first to use the Scrum-Agile process on a project. With this project going as planned, the hope is that ChadaTech will use Scrum-Agile in the rest of their projects. Currently, ChadaTech is using the Waterfall process instead of Agile. Agile lets the project grow from the beginning to the end so the customer knows what they are getting and the changes they can make after each sprint. This paper will reflect on these significant objectives: scrum roles, user stories, interruption handling, team communication, organizational tools, and an overall evaluation of the Scrum-Agile approach.

**Applying for Roles**

This section will explain the roles of the Scrum team at ChadaTech. The first role was Product Owner. The Product Owner communicates with the SNHU Travel team, gets the information the customer wants, and creates backlogs for the team to work on. The Product Owner also shows SHNU Travel the progress of the project. An example of working with the backlog is that the SNHU Travel team wanted to change the 5 top destinations to 10 top destinations. This task would have been moved to the top as a high priority.

As a Scrum Master, I ensured the Development team was working on the backlog. I had daily standup meetings with the whole team to see what was completed and what was still needed. This did not last more than 15 minutes a day. Once a week, I had one-on-one meetings to ensure the team was doing well and see where the team members were having issues. In the Scrum meetings, I ensured everyone had a chance to speak. An example of a daily Scrum meeting is when the project started, the team listened to the Product Owner about the backlog list, and the development team gave suggestions on when they could complete that sprint.

Two roles are part of the development team in ChadaTech. One of the roles is developers, and the other is testers. The developers work on creating the project while the testers test the project in the sprint. The testers are more involved with the Product Owner. While the developers write the code for the product, the testers ensure no code errors or bugs exist. An example of the development team working with the testers is after the developers finish writing the code, the tester evaluates the program and gives the completed sprint to the Product Owner to let the SNHU travel team finalize it.

**Completing User Stories**

Completing user stories takes 2 weeks. The team works on a user story during the allowed time. After each 2 weeks, we see what has been completed and is still in progress. When the SHNU travel team makes significant changes, they are put on the backlog to avoid issues and disruptions, which keeps the team focused on what they are working on. An example of user stories is when the SHNU travel team wanted a link to list the top 5 destinations. After completing this task, they ask it to be changed to the top 10 destinations. We had to put this in the backlog for the next upcoming sprint.

**Handling Interruptions**

         An interruption issue occurred when the Product Owner changed the backlog. The team had to wait until after the sprint to work on the added tasks as the highest priority. Another major interruption that we had to jump through was cross-training. The engineers collaborated with each other so they could share different skills and experiences. This was valuable because it allowed others to handle another team member’s task if they were out sick. The cross-training was done using peer-to-peer reviews. A less obvious interruption is that the team had to learn how the Agile process works when they were already familiar with the Waterfall process. This took some extra time because of the learning curve.

**Communication**

We had standup meetings with communication, which helped the team know what had been completed. These meetings would last for 15 minutes. Then, I would have weekly one-on-one meetings to see how the engineers were doing, where they were struggling, and what they were doing well at. Another communication used was the backlog board. The product owner would create a new task for which the SNHU travel team wants to make changes. The team would work on the task at the current sprint and then work on the new task that the Product Owner added from the highest priority to the lowest priority. We also used email and chat to communicate. This helped communicate the problems that engineers were facing. Other engineers were able to help with code and ideas to fix the issue that someone was facing.

**Organizational Tools**

While we were in the office, we used a scrum board. When the team went remote, Jira was used. With Jira, the team could see what the engineers were working on. We also had a live task board. The Product Owner could put the new task on the board, and engineers could work on it as they came in. Fellow engineers could help each other by placing code snippets into Jira if another engineer was stuck.

**Evaluating Agile Process**

There are many reasons to use the Scrum-Agile process. One reason is that it improves collaboration, and the team gets faster feedback. The team can adapt to changes instead of making changes after the project has finished. With the Scrum-Agile process, you get more production from the team. Doing standup meetings enhances team morale. Some of the cons of the Scrum-Agile process are time-consuming meetings, the stakeholders' difficulty in promptly providing feedback, and a significant learning curve. The scrum agile process was a good fit for the SNHU travel team. This made the project go a lot better than trying to fix everything in the end. This saves money for both the SNHU travel team and ChadaTech.

**Conclusion**

            In conclusion, the Scrum-Agile process helped the team be more efficient. With the traditional Waterfall process, the team would complete the work and might have to fix the bugs and errors. Then, the customer could change their mind after it had been completed. With the Agile process, changes can be made during the project. It would also save the company money, so they do not have to redo the project. With the success of the SHNU travel project was a success and could be used for other projects.