During the course of our project, SNHU Travel, we have banded together as a team to accomplish a singular goal of pleasing our customer. In this Sprint Review and Retrospective. I will display our many accomplishments. The time has come when we all can finally take a breather before our next big project. We will do it the same as we have done this project, and that is one scrum meeting at a time. Thank you all for being a part of this. Of the team, we have the Product Owner, the Scrum Master, the Developers, and the Testers. Each one of them have had a specific role among all of us, while many of us have effectively assumed more than one role.

The Product Owner has worked diligently among the Clients, Business Analysts and Shareholders to make sure that everything that we need to know is known and have worked alongside myself to ensure that we are performing to the best of our ability. They are responsible for many different things. The main one being our success. Without them relaying the information to us, and without us relaying information to them, we may have fallen apart as a team. We should always be thankful of their consideration of our mental health as well. The Product Owner is the only reason we get our mandatory weekly team building exercises.

As the Scrum Master, I am responsible for a whole new set of items. The Scrum Master is going to be the person that you go to when you need anything that you can’t do yourself. The Scrum Master’s job is to be a leader, mentor, and liaison between you and the Product Owner. This does not mean that you can not contact the Product Owner, this just means that the Product Owner would rather get a single email. Imagine getting twenty different emails that all say the same thing but from a different point of view each time. It would become very confusing, very fast. As a leader, I should be able to make informed decisions for everything that can and will happen in our work environment. As a mentor, I should be able to provide knowledge on ALL things Scrum, as well as any professional advice I may have. As the liaison, I should communicate all questions and concerns to the Product Owner in a timely and professional manner. If anyone needs anything, the Scrum Master should be there to provide a helping hand, and to accelerate the development process.

Developers and Testers are the backbone to the SNHU Travel project! Without the Developers and Testers, we would not have got this done. They put the effort in and will be rewarded with the happiness of our client, as well as payroll. The Developers pair programmed with the Testers to make sure that code was sound. They also instilled knowledge between each other to learn new skills as they work. After the code was developed by the Developers, the Testers took the wheel and made sure that the code had no bugs. To perfect this code is pertinent to the success of the SNHU Travel project. We want to thank you all for your contributions!

During development of SNHU Travel, we had all User Stories come to fruition. We did have to change some of these User Stories because the requirements had changed overall. Changing direction wasn’t all that hard since we had the communication from the Product Owner. We chose to not continue with some things and to excel with others. We did triumph when we implemented vacation types. The best idea of this User Story was the ideal of detox vacation types. These vacation types offer rest and relaxation, but also offer a daily workout routine, or daily challenges to keep people happy and challenged. Challenges that are different from our daily routines, that aren’t too hard, are always relaxing. I believe that all of us deserve a detox vacation. Without Scrum we would not have been able to change direction as much as we did and still be able to complete the project in confidence!

During the development, we had a few hiccups, which were taken care of by the Scrum Master. I swooped in when we had the death of three of our computers thanks to a faulty outlet. When you all asked for a change in pace, I decided to set aside some time just for some team building exercises. When the team realized that they didn’t know that much of Scrum, I made sure that we all had access to a Scrum web portal that connects to the practices of Scrum at any time when it is needed. All of you helped me as well. You gave me examples of problems with the User Stories, you corrected the board when I neglected it for a week(sorry), and you guys were supportive of me by helping set the room up for our daily Scrum meetings when I was running behind. All of us have a role, and we use everything that we have learned to achieve a goal. Thank you all for being a part of this!

If it weren’t for our tools, we would have been less efficient. We utilized the Slack Instant Messaging, Group Messaging, and most importantly, the Slack Kanban Board. I am sure that when we were first using it, that we all had our complaints, but now that we have used it, I don’t hear a single complaint. It made organizing everything very streamlined. This went together with the fact that we could use it to keep everything going as the development continued further.

I believe that there are more pros to Scrum than there are cons. Let’s talk about the cons first. The only con I can think of is more communication, but that is a pro! The pros are mobility, team-centered work, streamlined development, and the equal distribution of work among the team. I whole-heartedly believe that the change to Scrum-Agile was the best change we have ever done at the company. If you don’t like it, you need to research it more. It just makes life easier.

In review, I believe that we blew this one out of the park. We came together as a team. We triumphed and took this whole new approach and used it to our advantage. We will be continuing later in this week with a new project. You guys will get about three days off before we start a new one. Thank you all for being a part of this!