**4/23/24 Sprint Review and Notes**

To begin our first sprint review, a quick overview of the roles on our team. The product owner is the primary link of the team to the customer, he gets the ultimate say in what the developers make by defining the user stories and coordinating requirements with customers. The scrum master serves a much more mentorial role to the team and is responsible for organizing the meetings and giving guidance to the development team, he also is often responsible for the administrative-technical paperwork side of things. The development team is the engine of creation in the whole process and churns out products for the customer, they are also expected to help with the very fine technical details in explaining to customer engineers. The Tester is responsible for writing and automating tests of whatever the dev team churns out and is a requirement, this person may also engage in code review if tests don’t pass. In our time developing the SNHU travel project, each of these played a critical role in getting a product to the customer: The Product Owner collected valuable information on what the development team was supposed to focus on with the top 5 vacation list; The scrum master is the only reason we were able to have all of our meeting including this one; The development team made an excellent slideshow top 5 module to be put into the customer’s website; And last, the tester made sure that the spaghetti turned out by the dev team worked.

The Agile approach was critical to our latest development. In our initial plan, we were going to develop a generic top 5 list, as was initially asked, however, if we did this the customer would have gotten a product that was out of date for the goals as it turned out what they needed was a top 5 wellness vacation list. The top 5 list was also made through the agile method of the product owner refining customer requests in our backlog to work on the top 5 list and make sure that they got a point release for their needs. Another thing that Scrum-Agile has done was fill out our backlog with things for developers to work on if they’re a bit ahead in their work, though that is rare with Planning Poker as we all have to come to a consensus on the time it would take which gives many different angles to view the tasking.

Communication has been key to the success of our program. A good example comes from our face-to-face with the customer in giving good solid feedback for what our product needs. The initial sprint plan we did to initiate the first round of development was also very useful in dividing work between the development team and the testers.

The Scrum-agile principles have played a huge role in the success of our team. Self-organization stands out from the time when the dev team had to translate the top 5 list mentioned in the ticket into something tangible and unique. Collaboration also shows up with the product owner coordinating with the customer and then with the dev team to get a better focus on what should be made. Value-based prioritization shows up in the fact that we only developed the top 5 list and not the other more complicated features recommended in the beginning like the vacation type filter. Time-boxing is happening right now as we allocated a certain time to complete each task in the sprint including the sudden change from the top 5 vacation spots to the top 5 wellness spots, and on that sudden change that leads to iterative development which is what allowed us to pivot as needed to the new top 5 list goal.

The Scrum-agile approach was a hard road to walk for our company at first, and now we can finally determine if it was worth it. The primary benefit that we observed in this period was the high level of cross-communication between various parts of the contract, this allowed the development team to hone in on the most important tasks that needed to be done. Another obvious benefit was the flexibility it gave our development team to switch up the top 5 list just in time to push out a product to the customer on the initial timeline. A Final benefit that will be mentioned was the high accuracy of the tasking time we gave out to the members for tasks, this gave us an excellent timeline to see if we would meet the deadline or not. There was one downside to the switch, overhead time used for planning and communication greatly increased during this time and from a certain perspective could seem a bit excessive to average around 20 minutes per person per day on scrum meetings. That’s 2 manhours gone on a 6 person team every day. With all the pros and cons out of the way, I think it’s clear that despite the significant overhead the flexibility and coordination of teams it offers is unrivaled and well worth the trade-off.