**Sprint Review and Retrospective**

Southern New Hampshire University

CS-250: Software Development Lifecycle

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The scrum team has been working on the SNHU Travel project for some time now. As Scrum Master it is my duty to provide a review after the completion of this current sprint. The team was able to complete many items requested by the user during this sprint.

Each team member contributed to this project in a beneficial way. To begin, the Product owner worked with us on the vision for the SNHU Travel project. This included their ideas on having a list with the top destination packages on the main page of the SNHU Travel website. The product owner did specify that they wanted the ability to change certain settings in order to make the list more customized if the user wanted. The product owner also mentioned that they wanted to maintain the SNHU Travel standards. The product owner diligently managed the product backlog, which helped the development team keep track of the priorities that needed to be met. The product owner also met with stakeholders and users to refine the backlog and ensure the needs of everyone were being met. The product owner made many contributions that helped the team during the current sprint cycle.

The next team member was myself, the Scrum Master. During this sprint cycle I was focusing on each team member's success. For this project, I was in charge of leading all meetings. My goal was to make sure each of our meetings were on topic. With this specific project sprint cycle, a developer had expressed that someone from another team was trying to have them help on another project unrelated to ours. I wanted to help alleviate this issue, so I decided to discuss with the other team that it was important for my team to stay on task with their sprint goals and that if they required help they should reach out to their team's scrum master on a solution. The most important task of the scrum master is acting as a leader to make sure the development of the SNHU Travel project goes smoothly.

The next team members were the development team. The development team was crucial for the development of the SNHU Travel project. The development team were all able to complete their sprint goals for this sprint cycle. During this cycle they completed features such as a list of the top ten destination packages that SNHU Travel offers, a setting menu to customize what kind of destination packages the user would like to see more of, a setting menu section to customize the list based on prices and finally a section to view packages that currently have a deal or discount on them. The items completed were hot items on the product backlog that needed to be completed. The development team was able to complete many items and make a huge impact on the SNHU Travel project.

The final team members were the testers. The testers made a huge impact on the quality of work we were able to output. The testers created test cases in order to come up with acceptance criteria for the items that the development team are creating. For the feature of a list that displays deals or discounted destination packages, the testers decided the acceptance criteria should include each destination with the location, picture, description, and price in order from best deal being in the first slot and going down. The testers also ensured that the items created met the criteria and expectations of the product owner. Overall, the testers were able to ensure SNHU Travel project was meeting the owners expectations and ensure that we were releasing the best work possible.

The agile approach helped significantly in our team's success. There were many user stories that the team needed to complete. By breaking these items up and completing certain stories during a sprint helped us the most. The sprint allowed us to complete the tasks assigned during this time and ensured that we weren’t working on too many items at once. Each developer was able to accomplish their sprint goals. If we had to complete every aspect of the SNHU Travel project all at once, our team would not have been able to accomplish all the features such as top ten list, best deals list, and customization. The agile methodology allows my team to manage the project better and accomplish the most. It also allows us to make adjustments based on feedback.

During many scrum sprint cycles, the goals need to be changed due to the Product Owner wanting to change the scope or features. During this sprint cycle, the product owner came to us and expressed that they wanted a list for best deals to be a button on the main page that when interacted with would lead to another page with all of the best deals in order of best deal to worst. This originally was not in our product backlog, but needed to be added and completed during this cycle. We asked important questions such as if we would have a time extension or move another goal to another sprint cycle. We were told that we needed to complete this during this cycle and that we would not receive an extension. Agile methodology does allow for changes to be made during the development process, which prepared us for the possibility of this happening. Even with the scope change, we were still able to complete all sprint goals.

Communication is one of the most important aspects of a scrum team. Our team wanted to keep open, honest communication throughout the development process of the SNHU Travel project. The team had many meetings where the team was able to communicate about progress of sprint goals, or even issues they were having. This allowed us to help each member with items holding them back and keep track of the completed work. This mostly took place during our daily scrum meetings.We also wanted to keep open communication outside of meetings. Communication helped us stay on track for completing spring goals and making sure no one was being held back from completing their sprints. This ultimately helped our team succeed.

Another important tool to the team's success was the organizational tools used. One tool was Jira. Jira organizes the team by providing columns for to-do items, in progress items, in review, and items that are completed. This allows our whole team to see the progress of our sprint goals and what still needs to be completed. This also helps us track where certain items are in the development process. Another important tool was the use of teams. This helped us reach out to team members quickly and helped us join or make calls all in one platform. A principle that our team often reminded ourselves of was to constantly deliver items frequently and work together. Tools and principles help the scrum team succeed by staying organized and connected.

For the SNHU Travel project, the agile method helped us significantly. The agile method allowed us to break up our goals and complete more quality items quicker. By limiting the scope for each sprint cycle, we were able to complete more and have it be a better quality. It also helped us communicate better as we were meeting more often and had help along the way. One of the downfalls of the agile methodology is that the sprint goals can be rescoped and we might have to scrap certain items that were in progress or completed which can decrease morale among the team. For this project, due to its size and requirement, it was better to use the agile method rather than the waterfall method. We were able to accomplish many items during the sprint cycles as we were not having to finish every aspect of the project by the end of the sprint cycle.

Overall, the sprint cycle was a complete success. My team feels very content with the amount and quality of goals they were able to complete. We would like to meet and receive feedback from the stakeholders and product owner, so we are able to take the feedback and improve for the next sprint cycle. Each team member contributed massively to the success of the sprint cycle.