**Sprint Review and Retrospective**

The product owner is responsible for communicating with the stakeholders, and in the SNHU Travel Project was responsible for communicating with SNHU Travel and getting feedback from them and communicating this feedback to the rest of the team. The product owner was able to turn what the client wants in the final product into user stories and ask questions and get further explanation on why the client would like certain features to help draw out more specific requirements and help prioritize user stories so that the developers and testers can know what to focus on, as well as choose which stories to bring into each sprint. The product owner also can help by clarifying requirements for the developers or testers, as was shown when the tester emailed the product owner looking for clarification on the requirements for the website. The product owner is responsible for backlog refinement and grooming. This means that they are taking the user stories that have been written and looking through, reprioritizing them, modifying them, and in some cases splitting or combining user stories or scrapping certain ones altogether. For example, once the client told the Product Owner that they wanted to focus on detox and wellness vacations, the Product Owner likely looked through the backlog and rearranged and modified the user stories to align with this new requirement that the client wanted.

The scrum master is the team’s “servant leader” and facilitator. They are responsible for making sure that the team is following agile principles and the scrum team’s commitments. They also are the one who is helping to make sure that the development succeeds, whether it’s little things like making sure the working environment is right as the scrum master did by making sure the curtains were fixed so there wasn’t any glare on the developer’s screen in the afternoon, or by ensuring that the daily stand-up meeting stays on task. The Scrum Master is the one who facilitates the Daily Stand-Up meeting and helps remind everyone on the team what the purpose of the meeting is, as well as helps with keeping distractions and sidebars to a minimum. The scrum master will also facilitate the sprint review and can act as a liaison between outside entities and the scrum team to make sure that communication is open and clear. The scrum master is the one who will choose a format for the sprint retrospective that will help the team to reflect on what went well, what didn’t go well, and how to plan for future sprints, for instance the Scrum Master has prepared a slideshow for this retrospective.

The developer was the one who wrote the code for each of the user stories. The developer also had to listen to the feedback given from the SNHU Travel Clients and the Product Owner in order to change courses and either fix or re-develop some of the code when the clients wanted to go in another direction and make some changes to requirements. The developer had to collaborate with all other members of the team and ask questions and make sure that the requirements were understood and work with the team to decide which stories to prioritize. The developer also worked closely with the tester when it came to giving code to the tester so that test cases could be developed, and once tested to make changes to the code according to the tester’s findings.

The tester was responsible for developing test cases for the code that the developer was writing for each one of the stories, as well as making revised test cases based on feedback from the product owner. The tester had to come up with specific and testable outcomes for each user story so that the developer as well as the rest of the team was able to measure the outcome or level of completion of the project based on whether that user story was tested and functioning in the way that they wanted. The tester was also responsible for getting clarification from the product owner and the developer on how the website was supposed to look, for instance, the tester wrote an email to the product owner with a number of different questions which the product owner either answered or took to the client before answering so that the tester had a more clear understanding of what each requirement was supposed to look like and how it was supposed to function while developing and revising test cases for the website.

The Scrum-agile approach worked well for this project. First, each member of the team had a specific role throughout the process and had to agree to an agile team charter at the beginning of the project. The Scrum master drafted this charter to make the roles clearly defined as well as to set up expectations for each member of the team. If a team member was not following the expectations as written in the team charter, they were redirected by the Scrum Master and reminded of the principles that the team. These principles helped to facilitate open, honest conversation and allowed for everyone to listen to one another and respect each other throughout the project. By all abiding by these principles and being flexible and able to change as is called for throughout an agile project, everyone on the team was able to contribute and collaborate well with one another which helped the project to be completed on schedule, even though there were changes made after feedback from the client midway through the project.

One major obstacle that the team faced was SNHU Travel changing their requirements mid-project and wanting the website to have a completely different focus. A meeting was called by the Product Owner, facilitated by the Scrum Master, to go over the why behind the change as well as what the client wanted changed for the site. The developer/tester were able to ask questions for clarification. The team could adapt to changes like this quickly because of the open communication and immediate feedback that the team can get from the client. The project was presented to the client on a regular basis so their feedback could help shape and change requirements as the team went along, rather than waiting to the end of the project and a complete re-work and wasted time as may have happened in a waterfall approach. Because ultimately, this website was being built for a client, so their feedback was crucial in shaping the project and changing and reprioritizing user stories throughout the project.

There was also open communication within the Scrum team, and not just between the client and the team. The tester and developer and product owner had regular communication. For instance, when developing test cases, the product owner was able to give a sample to the tester of what the website should look like, and the tester asked clarifying questions to help develop test cases. The tester and developer were able to work together to get the project developed and tested for each user story and frequently had to collaborate to make sure that the code that was being developed was being regularly tested and that feedback from the tester was given to the developer. The scrum master was able to help with facilitating open communication whether in the form of daily stand-up meetings or any extra unexpected meetings that the product owner called throughout the project.

The Scrum team used an online board to have constant visibility of the product backlog, what tasks were included in each sprint, as well as tracking each of these tasks throughout the sprint. Each team member was able to update in real time where they were at with the project, as well as add any notes, concerns, or asks for help or collaboration with other teammates. The team did a Daily Stand-Up meeting and were able to also keep a high level of transparency and open communication so that we could communicate any issues, any needs, or clarify any user stories or requirements. Overall, this project was a success, as the team was able to deliver a high quality and functional product to the SNHU Travel client even though the requirements were changed throughout the project. The Scrum-agile approach was by far the best choice for this project because the team was able to get regular feedback from the client and change requirements as needed. The client was not left in the dark until after testing and because of this the client was able to communicate changes that they wanted to the site while the project was in development, and at the end of the day the team was able to deliver a higher quality project in a shorter amount of time than a waterfall approach that would have either required a re-work, or would have left the client dissatisfied that their changing requirements were not addressed.