The purpose of this document is to serve as a starting point for our sprint review and retrospective for the SNHU Travel project. We will first define how we implemented the Scrum SDLC then start our discussion on the human factor of our development process which will include the different roles and responsibilities we had, as well as the communication and tools that we used. Finally, we will discuss the overall effectiveness of our sprint iteration and reflect on the things we did well and improvements that can be made.

The Scrum SDLC is an agile framework that in theory should enable us as a scrum team to break development into modular implementations of fast and well-designed solutions. The purpose of this modular development is to enable us to adapt and be flexible throughout the development process so we are able to provide the value that the customer needs. For this project SNHU Travel, a vacation and travel company, reached out to us to expand their customer market to include travel trendy and affordable travel packages. After deliberations between our product owner and the client, our mission statement was to build a web-application that can provide the functionality stated above.

The sprint planning started with a meeting between SNHU Travel’s users and our product owner to find what value we could provide to the customers. After which our product owner made an excel spreadsheet of user stories that would provide direction for the rest of our team. Following this the tester added success criteria and our development teams were allowed to estimate the time and resources we would require for a solution. These user stories and success criteria served as an initial starting point for our development to begin the sprint phase of the scrum SDLC and we began to design the product. During this phase it was my responsibility as the scrum master to host daily standup meetings and to manage the product backlog to ensure that workflow never stagnated, and that each team member had the resources they needed.

A screenshot of a computer screen

Description automatically generated The initial direction of user stories started with a web-application that allowed users to search for travel destinations by category and location. We successfully integrated this functionality and were successful in providing this capability to users. Next, we started working on a top ten destinations page that would allow users to quickly see the destinations that were popular at the time. Though we implemented this functionality successfully the client decided to change the page from a static page to a slideshow describing wellness and relaxation retreats following recent discoveries on the current trend in traveling. Because of this our development team had to redesign our solution and reach out to the tester for clarification on the new requirements. This makes a great point to establish that we were able to successfully adapt to the changes during this sprint largely thanks to the timely communication between our scrum team. For example, here is an email from one of our developers Elijah Thomas regarding the changes that we needed to make.

This free communication ultimately allowed us to be flexible and make the changes that were necessary for the client. After this our development team was able to successfully implement the new solution and we did a unit test of our product before we ultimately deployed our solutions.

Overall our project provided direct value to our customers and our implementation of the scrum SDLC allowed us to be flexible throughout the process. One thing I would like us to improve on is our reliance on electronic communication, as a lot of details can be missed when not communicating in person. Another thing we need to improve on is the dissemination of information. I recommend that we look into using some tools to help us share information such as an information radiator or scrum designed project management tools. In conclusion, our approach to this project was well aligned with the agile manifesto and we implemented solutions as needed. Moving forward I would like to recommend we look into using more tools to help assist our process because one limitation of the scrum SDLC is that it is difficult to scale to complex projects and the use of tools would benefit us greatly. Overall I would like to congratulate our team on another success and end this with an open discussion regarding what we did well this sprint iteration and what we could work on moving forward.