**SPRINT REVIEW AND RETROSPECTIVE**

**I. Introduction**

Good afternoon, team. As the Scrum Master, I would like to lead us through a sprint review and retrospective to summarize and reflect on the success of the SNHU Travel project. Let's take this opportunity to analyze our achievements, learn from our experiences, and draw conclusions about our Scrum-agile approach.

**II. Sprint Goals**

As a reminder, the sprint goal for our SNHU Travel project was to develop and deliver a user-friendly and comprehensive travel application that meets the needs of our customers and aligns with the business goals of SNHU Travel.

**III. Evaluate team demonstration on completed work.**

**1. Contributing of Various Roles:**

Product Owner:

* The Product Owner was a key player in understanding what SNHU Travel's customers wanted. They did this by asking our customers questions and listening to their opinions, which helped us figure out what features were most important. For example, we found out that users wanted a personalized experience where they could choose destinations that fit their budget and travel preferences. So, we focused on creating features like recommendations for places to visit based on what each customer liked. Our Product Owner did a great job of making sure the app met the needs of the users, which played a big part in our success.

Scrum Master:

* As the Scrum Master, my role was essential in keeping the team focused and promoting good teamwork during the project. I led daily meetings where everyone shared updates, and I made sure everyone had a chance to contribute. I managed the schedule, communicated with the product owner, and helped the team prepare for tasks. In the future, I want to find more ways to encourage creativity and new ideas, like organizing fun activities or workshops where everyone can share their thoughts and suggestions to improve our processes. I believe it can lead to innovative solutions and a better overall outcome.

Developers:

* Our developers played a crucial role in making sure the app worked well and met the needs of both the business and customers. They focused on creating features that allowed users to search and book trips easily, while also making sure the app was secure when it came to user login and authentication. They worked hard to make the app look good and be easy to use by conducting research and listening to feedback from users. By constantly improving the app's design based on what users wanted, they made sure people had a great experience using it.

Testers:

* I would like to acknowledge to our amazing testers who played a crucial role in making sure the app worked well and gave users a great experience. They worked hard to find any problems or glitches in the app by doing thorough testing. They made sure the app met all the standards and requirements we set for it. If they found any issues, they worked closely with the developers to fix them and make the app even better. Their dedication and attention to detail were key in delivering a high-quality app.

**2. Completing user story**

A Scrum-agile approach to the Software Development Life Cycle (SDLC) greatly facilitated the completion of each user story in our project by promoting collaboration, iterative development, and continuous improvement. Specifically,

User Story 1: Setting Price Limit and Searching for Popular Travel Places

* In the Scrum-agile framework, the user story was broken down into smaller tasks. Our team collaborated with the Product Owner to prioritize the tasks based on their value and complexity. In this user story, our customers want to have prioritized implementing the link for setting a price limit and populating popular travel destinations. Additionally, throughout the sprint, the team held daily stand-up meetings to discuss progress, address any challenges, and adjust their approach. Our developers and testers worked closely together, performing continuous integration, and testing to ensure the link functioned correctly and the list of popular travel places was accurate.

User Story 2: Filtering Destinations Based on Preferred Vacation Type

* Similar to the previous user story, our development team collaborated to break down this user story into manageable tasks. For instance in this case, our customers also want to implement a filter mechanism and design user interface components for selecting vacation types. The Scrum-agile approach in this case enabled the team to adjust and refine the filtering functionality based on user preferences.

User Story 3: Developed Top Travel Destinations Based on Previous Travel Experiences

* Once again, the development team added a feature to implement the link for retrieving previous travel experiences from the user's profile and designing algorithms to identify top travel destinations based on that data. Following the Scrum-agile approach, the team incrementally developed the feature, regularly integrating and testing its functionality. They conducted user acceptance testing and incorporated feedback to refine the results presented to the end user.

Overall, the Scrum-agile approach provided a framework for breaking down user stories into manageable tasks, conducting regular reviews, and incorporating feedback, the development team ensured the successful completion of each user story, resulting in a more refined and user-centric SNHU travel app.

**Handling interruptions**

During our project, we followed the Scrum-agile approach, which proved highly beneficial when we faced interruptions and had to adapt to changes in project direction. One of examples is as our key stakeholder requested the addition of a new feature, shifting the focus of the booking tool to detox/wellness travel midway through the project, while still maintaining the previous deadline. The Scrum-agile framework allowed us to be flexible and adjust to these changing requirements. We quickly assessed the impact on the project timeline and made adjustments to our sprint backlog. Through collaborative discussions in sprint planning, we reprioritized our tasks and allocated resources to accommodate the new feature without compromising existing functionalities. The iterative nature of Scrum-agile allowed us to incorporate the new feature into subsequent sprints, conducting regular demonstrations and gathering feedback from stakeholders to ensure its successful implementation. This approach helped us effectively manage the change and deliver a high-quality product on time.

**Communication**

During this sprint, I noticed that our design and development teams could communicate better. I think it would be helpful to have a weekly meeting where we can discuss upcoming design needs, address any questions or concerns, and work together more smoothly. This suggestion aims to improve how we collaborate and encourages everyone to share their thoughts during our sprint review. By having a dedicated meeting, I can make sure that our design and development work aligns well and that we're on the same page.

**Organization tools**

During the sprint review, we used presentation tools like PowerPoint or Google Slides. It helped us show what we accomplished, demonstrate how the app works, and get feedback from stakeholders. Using the presentation tool made our communication more effective and engaging. We could create clear and visually appealing presentations to showcase our progress and gather valuable input from stakeholders. It encouraged collaborative discussions, helping us understand what stakeholders wanted and make necessary changes to the app.

For our sprint retrospective, we used a collaborative tool, like our company apps. It provided us with a virtual space to share our thoughts, identify areas for improvement, and plan our next steps. Using a collaborative tool made it easy for everyone to participate and work together.

**IV. Conclusion**

During the course of the SNHU Travel project, the Scrum-agile approach presented several pros and cons.

Pros of the Scrum-agile Approach:

* The Scrum-agile approach helped us adapt to changes quickly and meet customer needs. We delivered valuable features step by step, making sure customers were satisfied.
* Using Scrum-agile, we had transparent communication within the team and with stakeholders. We had regular meetings where everyone could share updates, get feedback, and work together better.
* During the Sprint Retrospective, we looked back on our work, identified areas to improve, and learned from our experiences. This helped us become more efficient and effective in our processes.

Cons of the Scrum-agile Approach:

* Scrum's flexibility and step-by-step approach can be challenging when dealing with fixed project requirements and a set plan. Therefore, it's important to manage any changes in scope carefully and keep stakeholders involved to achieve project goals.
* Scrum-agile relies on team members being available and dedicated. Juggling different tasks and coordinating with others within tight deadlines can be demanding, so good communication and teamwork are crucial.

Considering the pros and cons of the Scrum-agile approach, I believe was a great fit for the SNHU Travel development project due to its flexibility, transparency, collaboration, and iterative nature. It allowed the team to adapt to changing customer demands, prioritize effectively, and deliver valuable increments early on. Although there were challenges with managing scope and resource constraints, the benefits of the Scrum-agile approach outweighed these concerns, leading to a successful project outcome.