**Sprint Review and Retrospective**

Carisma Carter

Computer Science, Southern New Hampshire University

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Professor Farley

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SNHU Travel is a leading travel agency wanting to expand its client base worldwide. To make this happen SNHU Travel has decided to implement a Scrum-agile team consisting of a product owner, scrum master, testers, and developers. The Product Owner’s role would be to understand the needs and requirements of the customers and stakeholders. They would collaborate with the stakeholders to prioritize features and define the product backlogs. An example of this would be gathering customer feedback from the newly designed features on the travel site. The Scrum master’s role would be to ensure that the Scrum framework is followed, and that the team's productivity and effectiveness are maximized. This allows the team to be proficient as possible. Testers on the scrum team have the responsibility of ensuring the quality and functionality of the travel platform. They would create test plans, perform various types of testing, and report and track any issues. Lastly, the developer could consist of one person or a team. They are responsible for delivering additions to the product. For example, the SNHU Travel site has a filter for locations, the developers would add locations in a specific price range of the customers’ choice.

The Scrum-agile approach to the software development life cycle helps each user story to completion by emphasizing iterative, development, collaboration, and flexibility. The Scrum-agile approach allowed for user stories to be broken down into smaller tasks. Making the task more manageable and controllable. For example, in the user story, a user wanted to click a link to view the top five destinations list, so that they can see the most popular locations for travel. The Scrum-agile helped with sprint planning to make this possible for SNHU Travel customers as well as development and testing. Developers could implement sorting algorithms to determine the popularity and design a visually appealing component to display the top five destinations for their users.

A Scrum-Agile approach can be beneficial when a project is interrupted and needs to change direction. At the beginning of the project, SNHU Travel wanted a list of the top 5 destination travel spots, but later, they wanted to gear towards the top 5 wellness/detox destination travel spots, this was a change in direction. The flexibility in sprint planning allowed this change in direction easier for the travel agency. When a project is interrupted and needs to change direction, the team can adapt their sprint planning accordingly. They can reassess the backlog and reprioritize user stories based on the new project direction. Also, the Scrum-Agile approach offers more communication and collaboration. When a project changes direction, it is vital for the team to come together and openly discuss any changes. The Scrum Master would facilitate communication, ensuring that everyone is aware of the changes and their impact on the project.

In my previous class discussion, I was the Product Owner of my team. The Product Owner has a major responsibility in communicating the product vision well as adapting to any changes in the project. Regarding SNHU Travel changing its project direction, I would make sure I fully understand the direction the travel agency wants to go. This includes talking with stakeholders, senior leadership, management, etc. Once I have gained a full understanding, I would then communicate with my team members. I would communicate the changes in project goals, objectives, and priorities, ensuring that everyone is on the same page and understands how the new direction impacts the product development process. I would also make sure to answer any questions my team members have. Finally, I would revisit and adjust the product backlog accordingly.

Some organizational tools and Scrum-agile approach that helped my team be successful would be sprint planning and backlog improvements. Utilizing project management tools like Jira allowed us to create and manage the product backlog, prioritize user stories, estimate effort, and track progress. The Scrum-agile principles of transparency and adaptation were key in these events. The tools helped us visualize and share the backlog with the development team, facilitating discussions around backlog items, and refining user stories. Sprint Review and Retrospective was also a great tool that helped my team be successful as well. Tools like Zoom or Webex allowed us to conduct virtual meetings, gather feedback from one another, and document outcomes efficiently. The scrum-agile principle of communication supported effective stakeholder engagement, enabling the team to provide feedback during the sprint review.

The Scrum-Agile approach proved to be highly effective for the SNHU Travel project. Naming some of the pros were flexibility, adaptability, transparency, and collaboration. The Scrum-Agile approach allowed the project team to adapt to changing requirements and incorporate feedback. This benefit was valuable when the agency wanted to change to the Top 5 Wellness Destinations instead of the Top 5 Destinations. Having transparency and collaboration allowed for open communication, ensuring that everyone was aligned and on the same page. A few cons of the Scrum-agile approach would be the learning curve. For some team members that are used to other methods such as waterfall, the scrum-agile method would take some adjusting. This could be time-consuming for all parties involved.

Generally speaking, I do believe the Scrum-agile approach was the best approach for the SNHU Travel project. It allowed frequent communication, updating the product backlog, sprint reviews, and collaboration among team members, stakeholders, developers, etc.