***Sprint Retrospective***

The overall success of the SNHU Travel project couldn’t have been achieved without everyone within the Scrum Team actively playing their role. The Product Owner gathered critical feedback from consumers and relayed that information to everyone within the Scrum Team, allowing them to actively plan and implement the changes quickly and efficiently. One such example is the User Stories gathered that were used to implement several new features to the travel page such as tailored vacation experiences and the ability to filter destinations by multiple characteristics. In actively seeking out ways to improve user experience, the Product Owner held the interviews from where the User Stories came from and, with the help of the Scrum Master, created the sprint goal and backlog that allowed the developers to create, test, and implement the requested features.  
 The use of the Scrum-agile approach during this project contribute much to the success of the Travel Site. Active planning during Scrum events such as daily Scrum meetings allowed the team to actively tackle certain issues within the project and map out ways to overcome future obstacles. Given that Agile itself is focused more on creating a product that’s easily improvable upon, once deployment has been achieved then revisions and upgrades can easily be added to the product backlog that’s maintained daily by the Product Owner. This was recently applied to our most recent implementation of the Detox vacation feature. The Product Owner discovered that detox vacations were a commodity that many consumers wanted to participate in and brought this to the attention of the Scrum team. Rather than scrap all the work done up to that point, the Scrum team pivoted and implemented this feature flawlessly on top of the product they had already produced.

Communication within the Agile Framework is one of the most important factors when it comes to success. Given that the Agile Framework is centered around smaller development teams, communication can lead a Scrum team to the highest of highs but also the lowest of lows. Effective communication is going to be key in ensuring that the consumers’ and stakeholders’ wishes are being met and that the project goals are being conveyed efficiently to all members of the team. One such example of this is the PDF of an email between a Tester and the product owner. The tester was seeking clarification on several provided user stories in order to create a tailored test case that best meets the needs of the user. The correspondence itself was very articulated and provided thorough, in-depth questions that aided in expanding the description and goal of the features that were in production. This type of correspondence was critical in the development, testing, and implementation of many different features that were included in the SNHU Travel Site.

Scrum Events will always remain the most powerful tool within the Scrum team’s toolbox. Everything stems from the initial Sprint planning process that occurs at the beginning of every Sprint cycle; during this event the entire scene for the Sprint is laid out. The Scrum Team takes this time to thoroughly cover everything from development to deployment and maintenance. Following the initial Sprint planning the Product Owner will keep an up-to-date and *accurate* back log that will be the driving focus of the Scrum Team moving forward. The Scrum Master will hold daily Scrum meetings to receive updates on progress from each member of the Scrum Team and will also brief them on changes made to the backlog as well as shifts in the project’s focus. These meetings are also a time for team members to discuss problems and features with their peers and ensure that accountability is being held at all levels throughout the

Scrum Team. These events reinforce the Agile principles of individuals and interactions over processes and tools as the most that’s gained from these meetings are from individuals themselves, not from the state of the product. Caveating off this, the main goal of the Scrum Team is to create a working product with minimal documentation. Since the Product Backlog is usually the only form of official documentation, this goes straight back to the Agile principle of working software over comprehensible documentation.

There are dozens of methodologies that could’ve been chosen to guide the production of the SNHU Travel Project, but I believe that the Scrum-agile approach was one of the most effective. There are many factors that lead me to believe this, first and foremost is going to be the ever-changing wants of the consumer. During my experience with this project, what the consumer wanted wasn’t always the same as it was the week before. The adaptability of the small Scrum team we used allowed us to take these changes into account quickly and shift the focus of our work onto these new features without having to backtrack anything we had already created. This wouldn’t have been possible without quick and accurate communication from within the team. The new information was considered and relayed as quickly as possible, made even easier as the Scrum team is a close-knit group of individuals that work together daily in an open and safe environment. Branching from this, having the ability to alter a product so quickly and efficiently means that the product being put out isn’t of the highest quality that it could be. Nevertheless, given that the wants and needs of consumers are always shifting in today’s climate I do believe that the Scrum-agile framework was the best methodology to use in producing the SNHU Travel Project.