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# Sprint Review and Retrospective

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# Every member of the Scrum-agile team contributed to the project's success throughout the SNHU Travel project. All team members, including the product owner, scrum master, and developers, had major roles in the software development. The scrum's core values include self-organization, empiricism, and continuous improvement, which were the responsibilities that allowed the team to consistently provide high-quality work. Moving from your old way of thinking and working to a lot more independent and flexible work ethic wasn't simple, but everyone handled it well.

The Product Owner in this project consulted with users about what they wanted to see in the final product and assisted in the creation of user stories for the rest of the team. The product owners aided in the direction of the software and ensured that the team produced the needed value by giving the appropriate information. The Product Owner's job is to take the insights of the stakeholders and turn them into a strategy for what the rest of the team has to execute. Later in the project, when the clients opted to focus on wellness/health holiday packages, or when the tester sent the email to clarify what the customer was looking for. Our scrum team's Product Owner was the team's face to the stakeholders, ensuring that the project's goals were met.

User stories were written by the software development team. User stories assisted in shifting the attention away from the concept and toward the actual task. The Development Team's developers and testers are the ones who really work on the project. Everyone was well-organized and empowered to arrange and manage their own job, demonstrating that they could handle it. When the stakeholders went in a different path, the Development Team was able to adjust successfully. When we needed to make modifications to the project, the developers were great at reaching out to testers and product owners for clarity. For example, if we were scrapping a whole portion of a project and starting again or using certain elements of the project we had previously started, questions like these were posed. The testers were quick to update their test cases to reflect the new modifications, while the development team refactored their existing work. The testers were also required to contact the product owner for answers to more detailed questions that the customer had, such as user stories. As a result, the time it took to create the program was cut in half. The user stories also aided the team in delivering high-quality product that consumers liked.

As a scrum master, I ensured that the Development Team had everything they needed while working on the project, and I made sure to ask the Product Owner questions about what the stakeholders were looking for to ensure that the product was exactly what they wanted. I also make myself available to the Product Owner and Development Team in case they have any queries. The Scrum Master is also in charge of planning and implementing Scrum events such as Sprint Planning, Daily Scrum Meetings, Sprint Review and Retrospectives, and so on. The role of a scrum master is to ensure that the team follows Scrum principles and procedures by remaining organized, keeping communication flowing, and ensuring that teamwork occurs. The Scrum Master assembles the agile team and develops the agile team charter when the SNHU travel project was originally in the works. The Scrum Master's first task for the team was to create the team charter. This involves establishing the product's vision and mission statements so that the team is aware of the product's aim. In this case, it was devising a strategy for growing the SNHU Travel customer base in order to assist users in obtaining exceptional discounts for destinations they desired to visit.

It takes a lot of courage to take such a big step and abandon an old practice. The agile approach and the waterfall method are polar opposites. Agile is a method that splits a project into sprints and is incremental and iterative, whereas Waterfall is a method that divides a project into phases and is linear and sequential. As a result, Agile allows you to accomplish a large number of small projects, while waterfalls only allows you to complete a one large project. This is due to the fact that with agile, testing can be done while working, but in waterfall, testing can only be done after the development is completed. In addition, Agile test teams can participate in requirement changes, whereas Waterfall test teams can not. As a result, a team is formed.

Software Development Life Cycle (SDLC) is an acronym for Software Development Life Cycle. By "planning, creating, developing, testing, and deploying an application," the scrum-agile approach to the SDLC enabled each of the user stories to be completed. The team must first devise a strategy and then build a database. There will always be modifications made when developing, especially when running tests. Testers ensure that the development meets all of the criteria and that everything is running smoothly and correctly. When the application is deployed, the development process is effectively completed. The user stories also aided the team in delivering high-quality product that users liked.