**Sprint Review and Retrospective**

Today we finally completed the delivery of the SNHU Travel project. Throughout the process, we implemented an agile approach to manage the team. The size of the team is consistent with the pizza role, namely, a product owner, a scrum master, a developer and two testers. The following is a list of the roles that each role plays in the team.

**Product owner** is an important role because he needs to keep in touch with the customer from the beginning of the project. His responsibilities run through the entire production cycle. He will inform the customer of the latest project progress and ask about their satisfaction and other needs. He will release the latest customer needs to the team and make sure every member of the team knows about them. For example, during the development process, the customer suddenly changed the requirements and asked for the top 5 destinations to be detox/wellness travel. The product owner notified the team at the daily scrum meeting as soon as possible, and we discussed and updated the project plan. The problem was solved.

**Scrum master**, I think this role is the core of the entire agile team. Scrum master is responsible for building agile teams and promoting agile methods. It is the advocate and executor of daily agile meetings. Scrum master is also the most experienced person in the team, so when other members are absent, he can replace them at any time to ensure the progress of the project. In addition, scrum master is also a coordinator between departments. For example, my developer complained that the workload of non-development work was too large, and his skills were limited to development work and could not meet other work. At the same time, I found that the two testers could not gain work experience because the workload was too small. This would cause the progress of the entire project to be stuck here with the developer. So, I decided to reduce the developer's work and give all the non-development work to the tester. In this way, the developer can focus on development work, and the tester can also gain experience from work. At the same time, I asked them to work together, which can increase communication opportunities and keep the team self-learning.

**Developers**, developers are the creators of products in the team, so developers need to understand customer needs in a timely manner, use customer ideas and product owner needs, and combine their own experience to create perfect products.

**Testers**, testers are the last part of the development process. They need to find defects in the product and ensure that the defects are corrected. This requires testers and developers to work together from the beginning. At the same time, developers and testers in a mature agile team can exchange roles. For example, when the product development progress is behind schedule, a tester can be assigned to do the development work. When the product development is nearing the end, developers can be assigned to do the testing work. This can speed up the project progress to the maximum extent.

The most important thing about Scrum-Agile is communication-finding problems-solving them. Compared with waterfall method, agile method is more flexible and responsive. In the SNHU travel project, when the customer proposed to change the top 5, the agile method could change the plan immediately without any loss. However, waterfall method cannot change it during the process, and it is too late to change after the project is completed. When employees complain, the scrum master can make timely adjustments based on the needs of the team, but waterfall method emphasizes following the plan, so these adjustments cannot happen in waterfall method. The essence of Scrum-Agile is decentralization. “Scrum is an agile software development process with a different approach: by creating small units of development where detailing the requirements is combined with the actual development, the knowledge and expertise of the development teams may be leveraged optimally”。 （Meij, J. (2018). Scrum for Change: An Approach for Large Scale Decentralized Organizational Change. *Proceedings of the European Conference on Digital Government*, 297–305.）. Through decentralization, low-risk and high-efficiency operations can be achieved. Therefore, scrum-agile is the best method in the SNHU travel project.

**References**

Meij, J. (2018). Scrum for Change: An Approach for Large Scale Decentralized Organizational Change. *Proceedings of the European Conference on Digital Government*, 297–305.