**Project Retrospective**

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Reviewing an earlier project is a crucial step in the agile process. Agile is built on the idea of looking back and adjusting before moving forward. Now that the SNHU Travel project is completed, we’ll look back at how agile and the agile roles helped us complete it. With luck, we’ll be able to use lessons learned here on future projects to make them as successful.

First, we’ll look at how each of the agile roles contributed to making the project a success. The product owner met with the clients from SNHU and found that they wanted a new travel site that would package niche deals together at affordable prices. They then communicated those expectations to the rest of the team by creating user stories that they could use to create the site. The scrum master took those user stories and ordered them into a product backlog, labelling them by size and priority. The development team then used those stories (like having a top five destinations or being able to filter results by earlier visits) for coding the site. The testers then made sure that the site worked well, making sure that the top five destinations showed and that the site could be accurately filtered for example.

Next, we’ll look at how an agile approach helped the user stories come to fruition. For this, we’ll look at how the user story for creating a top five list was done. The product owner met with the clients from SNHU, who made clear that they wanted niche destination packages listed on their travel site. They also wanted the destinations to be ranked 1-5 so that users could see the most popular places booked on the site. The product owner created that user story that the scrum master then took and placed in the product backlog. The scrum master gave that story a size of large and ranked it as priority before doing so. The development team used the story as a guide to create the top five list which destinations, pictures, and small descriptions of each destination. The testers then created a test for the top five list to appear on the home page and ensured that the work of the development team matched what SNHU expected in the user story.

Additionally, we’ll discuss how an agile process allowed the SNHU travel project to be completed when the expectations were changed. At one point during the project, SNHU decided they wanted the vacation packages to be more focused on health and wellness resorts to fill a growing niche in the industry. The barebones of the code had already been created and it was necessary to update the descriptions and the list to match the new expectations. The product owner created a new user story that was placed in the backlog. That user story was used by the development team to update the top five list with new health and wellness resorts and ranked once again 1-5. The testers then made sure that everything was updated and none of the functionality was affected. The agile process allowed minimal changes to be made to the project and eased the mid-stream updates. Since agile is done in small sprints, there was not a lot of changing that needed to be done. Most of the code was able to be used again for the updated site. Next, we’ll look at how my communication was able to ease the team’s work. Leading the daily stand-up meetings was a good part of communication. Asking everyone what they had done the day before, what they were working on today, and what roadblocks were in their way allowed members to discuss their accomplishments with each other. This helped the team discuss their struggles with each other as well and would let others help them if necessary.

We’ll also discuss organizational tools and scrum agile principles that made the project successful. Using tools like kanban boards we organized user stories in a way that allowed us to see what we were working on and what still needed to be done. When a new story was created, it was placed on the board and would be moved from not started to finished as the team did their work.

Finally, let’s look at how scrum and agile allowed the SNHU travel project was effective at completion. Taking small sprints and not getting too far ahead at any one time made it easy to adapt and edit the project when necessary. Obviously, a straightforward project without changes could have been completed quicker using waterfall as opposed to agile. Not to mention, the constant meetings would not have interrupted production. However, I believe that agile allowed the team to work cohesively as opposed to just feeling like parts in a machine. For these reasons, I think that the agile approach was the best one for the project and waterfall would have hindered its completion because of changes mid-stream.

Overall, the project was a good one. I think the team learned a lot that can be used to complete projects in the future. I also believe that SNHU was ultimately approving of the project in the end. The team did a great job working together to complete their work and I look forward to working with this team on future projects.