**Sprint Review and Retrospective**

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The scrum master planned meetings right from the start. Before the first sprint began the scrum master participated in the sprint planning meeting. With the knowledge gained from this meeting they were able to help the team with the goals of the sprint. At the start of each day, they organized daily standups. With these the team was able share what they did and what they are planning to do with the team. This also allowed the team opportunities to ask for or offer help to each other as needed. The scrum master also worked to aid the team with their self-organization so each of their skills would be put to the best use. They also removed obstacles to the team’s progress.

The product owner provided direction on what the team needed to get done. They managed the product backlog so that the team knew what would be worked on next. The product owner also clarified anything that the team needed for the project to progress. They were available for communication with all members of the team as well as the stakeholders. While the user stories needed some clarifying, they were done so that the team knew what needed to be done for the project while allowing them to choose the how themselves.

The product tester is the one who emailed for the clarification of the user stories. Not much clarification was needed for this pat but with a few more details the tester was able to create appropriate test cases. These were used to test the top five destinations option in the project build. When the changes were made to the plan, they created a new test case for the top five destinations based on the new elements.

The developer had to ask for new user stories for the changes made during the course of the project. With the adaptive approach of agile they easily adjusted to these changes in the plan for the project after they received the updated information. The transparency between the business and the team really helped with this whole process. This led to a successful first sprint for the developer as well as the team as a whole.

The scrum agile approach to the SDLC was helpful for the creation of the user stories. With an agile approach there is much customer involvement. The product owner held focus groups with some of SBHU Travels best customers. With these focus groups the product owner was able to learn what features customers would like to see in the website update. This information was then used to create the user stories. The tester was able to email the product owner for clarifications and update the user stories as necessary.

When the product owner first heard about the change at a meeting with SNHU Travel management she called the scrum team to their own meeting. This is where the change was announced, concerns were voiced, and an adjustment to the plan for this sprint was made. Input was taken from team members to see what could be done to keep the project on track with the changes as well as see what could be put off. The agile approach really helped with this. With agile the team works together having many meetings and are flexible in their approach. This collaboration and flexibility is what made the change possible while not getting far behind on the project.

Communication was done through both emails and meetings. The meeting mentioned before after the change to the project is an example of where good communication happened. The developer was able to express concern for what was already developed not being usable. This concern was able to be alleviated by the product owner explaining that the work done was still useful just the type of vacations offered was changing. The tester was able to share that they would need to make changes and that it would take a little time. Also, the scrum master had the opportunity to verify if the timeline for the project changed. The team members were able to email each other to get clarifications on details for the project. This includes the parts mentioned earlier like the stories. Opportunities for the team to communicate both in person and digitally builds collaboration. Daily standups to go over what each team member has done and is going to do also helps build team collaboration.

There are many scrum-agile principles that helped with the success of the team. The two that stand out the most are welcoming changing requirements and business people and developers must work together. With the change in the project after it was in progress the team needed the adaptability that comes with welcoming change. The team was successful in this area. Another area that was very successful is with the collaboration between the developers and the business people. In this instance the product owner delt with the customer needs but shared all of the necessary information with the whole team allowing for good collaboration.

The scrum-agile approach allows teams to be flexible. This adaptability played a big role over the course of the SNHU Travel project. Collaboration is also a big part of the agile approach. The team communicating and working together is what kept the project going. It can be tough to get started with the agile approach and if the team is new to it there may be a learning curve. While some projects don’t need the agile approach it is the best for SNHU Travel. A company that has potential for change at any time needs an approach that can adapt. It also needs good collaboration between the team and the customer. With good communication the customers needs can be met.