**Sprint Review and Retrospective**

The success of this project was brought about thanks to all the members of the Scrum-agile team. The Product Owner helped serve as a bridge between the clients and the rest of the team. In the beginning, the Product Owner interviewed the clients and used their feedback to construct user stories. These stories were pivotal in providing guidance to the rest of the team when constructing the project. The Scrum Master served as a sort of guide, providing a way for the team to come together and make the right decisions, while making the important effort to not become too dictatorial. In this project, the way this was achieved was through the Scrum meeting. The Scrum Master supervised this meeting and allowed the other members to get a full idea of where the project stood that day, as well as giving them the opportunity to bring up any questions or concerns.

The Developer also was a great contributor to the success of this project. During this project, the Developer used the user stories provided by the Product Owner to help make a product the clients wanted. He made sure the SNHU Travel app emphasized locations that promoted detoxification and relaxation, as per the request of the client. The Tester worked very closely with the Developer to make sure the product was the functional. The Developer sent what he had completed for the SNHU travel app, and the Tester noted any bugs in it and then reported those back to the Developer to be fixed.

The Scum-agile approach to this project helped to complete the desired user stories. The way this was accomplished was through the incremental nature of this approach. The stories were handled through sprints that allowed for flexibility and communication between the members. For example, one of the user stories included a desire for the app to show a list of 5 top recommendations to the user. When the Developer completed work on this and sent it to the Tester, there were errors in getting all the slides to display. The Tester was able to point this out and send it back to the Developer. The Scrum-agile approach, which includes the principle of frequent testing, lead to this mistake being caught and corrected early. This, in turn, led to the completion of the user story in a timely and efficient manner.

One of the great benefits the Scrum-agile approach provides is flexibility. When the project was interrupted and there needed to be a change in direction, this was handled with minimal issues. To be more specific, it was decided by the clients halfway through the project that instead of a list of recommendations showing the travel recommendations, there should instead be a series of slides used to convey this information. Since the Scrum-agile approach involved a series of shorter sprints as opposed to one long development cycle, these desires were able to be met easily. All it took was dedicated a sprint to developing and testing this new feature and then it could be implemented right away.

Another key component to the success of this project was communication. Without proper communication, the direction of the project can be lost and lead to a bad product. One method of communication that helped guide this project was the Scrum meetings which were held regularly. It was through this that the Developer was able to get a complete picture of what he should be designing for SNHU Travel from the Product Owner. In addition, there were also e-mails regularly being sent between team members to help in communication. The Tester was able to send an e-mail to the Developer to clear up any concerns about testing the project, and other team members were able to ask questions to each other in this way as well.

There were organizational tools that helped contribute to the success of this project. One such organization tool that was made at the beginning was a Kanban board. This board was presented to the team at the start and showed what needed to be done, what was completed, and what was being worked on throughout the project. This helped show a visual representation to the team of how progress was moving along. On a related note, one scrum-agile principle that helped the team be successful was the principle of time-boxing. This time-boxing helped provide organization to the project by assessing what needed to be done in a sprint and focusing an appropriate amount of time to that aspect of the project. It helped things get completed in an organized and efficient way.

Overall, the Scrum-agile approach was very beneficial to the SNHU Travel project. Some pros include the previously mentioned flexibility, communication, and organization this approach brought to the project. Work was able to be done in smaller increments that ultimately lead to a satisfactory product for the client. By following this approach, the team was able to handle and challenges along the way well without majorly derailing the end completion date.

Of course, there were also some cons that come with implementing this approach in the project. One such drawback was that there was a bit of a learning curve that come with implementing it. Not all the members were used to working in this way, so they had to be trained in what it would be and get used to this process while creating this product.

Even though it is not a perfect approach, after all there is no perfect approach, the Scrum-agile approach was the right choice for this project. The size of the team was small, so having lots of small sprints taking place was not too difficult to manage and helped give all the benefits of the scrum-agile approach without much of a drawback. In addition, this approach helped solve any issues that came up along the way. Rather than needing to plan out every detail from the very start, the sprints made it possible to change direction mid-project, which ended up being very beneficial when working with SNHU Travel. Due to these factors, I believe that this Scrum-agile approach was a great framework from which to guide the creation of the final app.