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**7-1 Sprint Review and Retrospective**

ChadaTech has decided to implement Scum-Agile methodology for software development, and I am pleased to document the current success in our pioneer project with SNHU Travel.

The Product Owner’s management during the project was an essential part of our team’s success. She was able to start early on getting input from our customers so that we had a knowledge base for their needs and a clear direction to go for the project. This also gave us insight for needed improvements and refinements. Information was disseminated regarding customer input to the whole team. Our QA and testing personnel were able to get clarification regarding user stories to create proper test cases. Our Scrum Master met with our client and the Product Owner to outline the steps needed to complete the project on time. Our development team did an excellent job of writing the needed code for the project, while communicating effectively and following best practices

We were able to build on some existing working code utilizing the Scrum-Agile approach using user stories and a product backlog, making adjustments without having to begin from scratch. We updated our list view control to ensure proper functioning and implemented a top five destinations feature after the initial start of the project. Scrum-Agile encourages change for the refinement of the product and to fulfill a vision for the product. We were able to exercise flexibility with Scum-Agile and refine our product based on the user stories in a timely manner.

As our project evolved in theme toward detox and wellness, the methodology we chose to work with as a company allowed us to meet and quickly discuss the change in direction. Our Product Owner was able to inform the entire team of the change in direction and advise us accordingly. Our test cases were updated for the new project criteria. The development team, although expressing concern about the changes, was able to stay the course thanks to the flexible nature of Scrum. As a team, we were able to stay on schedule, even with the changes in place. Had we been using the Waterfall method, I cannot imagine the feeling of defeat we would have faced. A rigid plan would not have allowed for the quick work we did to implement the new theme. As a team, we were able to take the product in process and mold it in real time to the desires of the end user that the stories guided us to implement.

With Scum-Agile, the team was able to get clarification from our Product Owner regarding the change in direction, including information about predetermined locations involved in the changes, and any research that the team would need to do to complete the project. The clarification kept team members informed so that their respective duties could be performed. Included were revisions of test cases to be established for new destinations once determined.

The tools our team utilized for success of the project were user stories and the product backlog. With user stories, we were able to plan steps for the project, and to break the project up into necessary iterations. This allowed us to visualize the whole project while concentrating on the portions at hand individually. I believe this reduced stress and allowed for a greater feeling of control as a team. The product backlog was used to itemize the work involved and allow for assigning tasks to members. It also served to prioritize these tasks and the order in which they would need to be performed. A great strength we had with this methodology was the adaptive nature of Scrum-Agile. We were able to make necessary changes because of the methodology and its inherent flexibility.

This flexibility was perhaps the biggest positive that came with the new approach. It allowed us to create the product we created with success regarding both time and quality. A negative or “con” that came with the approach was the additional work added to each team member’s working plate as changes came in. We were able to handle the stress involved as a team, but this remains an open question, with a different team makeup.

Another strength we can draw on from the methodology that can help us persist are the relationships we can build and use as a team to get our work done with pride and with ownership. We can work with the Scrum Master to spread the word on Scrum and Agile, and we can keep the ownership mindset as a basis for our work. If we imagine the next person to receive anything we produce as a individual or as a team is the customer, we can’t go wrong. This ownership will instill great pride in us, and we can flourish and take pride in what we create.

Most definitely, the Scrum-Agile approach worked for us, and was the right choice. If a Waterfall plan had been devised for this project, the product as it was would have failed and would have to have been restarted with a new plan. The flexibility that comes with Scum-Agile allowed us to accomplish our objectives.

Going forward, I’m excited for the future of ChadaTech. We have chosen to take our already established company brand and add so much more potential to what we can be and the work we can accomplish. I know that with our new tools for work and creation, we are going to lead in innovation and craftsmanship in the software industry.