Sprint Review and Retrospective

The various roles in the Scrum Team all contributed to the success of the SNHU Travel project. For instance, the Scrum Master helped to make sure the team was always on task and getting the work that needed to get done completed. The scrum master also helped to get the things that the team needed as well as helping anywhere they could. The scrum master also helped the team come together during scrum meetings to keep everyone informed on what each other was working on and the tasks they would be working on that day. The product owner was another important part of the team when working on this project. This role helped to take the user information given through stories and then organize the information so that the team could create what the different features that the user wanted. The product owner also helped with created a product backlog to help keep the team organized with the tasks they were working on. The tester was also an important part of the team. This role would involve the individual going through a variety of steps to make sure that they worked as intended. They would keep track of the steps taken and make any notes or suggestions of things that could me modified or did not work as intended. The developer is the other roles that someone had when completing the SNHU Travel project. This role was very important as they were the ones who were coding the project to make it a reality. They would take the information from the user stories and talking with the team to create the project that the client was asking for. They would also take the testers feedback and use this to improve the software where needed.

The Scum-agile approach was very helpful when it came to completion of the user stories. By having daily scrum meeting the team was able to communicate with the team and talk about the task they were working on. They would also make sure that they were completing the necessary things in a timely manner. These meetings were also helpful for asking for help when a team member would get stuck on something or did not know how to do something that the user stories had. This leads into how useful the user stories completed by the product owner were. They helped everyone on the team be able to see what the customer wanted so that they could make sure that what they were doing was correct. The Scrum-agile approach also helped when the project was interrupted, and the direction changed. It allowed us to be able to make changes further in the development process that would not be able to happen in other methods of development. For example, in the later stages of the development the client asked that the destinations for the site that are recommended to the user be places that involves detox and wellness. By using the agile approach, we were able to make the necessary changes without having to start over from the beginning.

Communication was the most important part of the making sure the SNHU Travel project was completed. It helped to make the project a team effort instead of a one-man job. It also helped to show each other what we were working on and then get suggestions or help on the task that were being completed. The organization of the product backlog and user stories by the product owner helped a lot and helped the team be very successful. Each member could user these to help and complete the tasks and use as a reference. As stated previously the scrum meetings were beneficial to the success of the team. The organization of the scum master during these meetings helped to keep everyone on task and not take on other things before they current task was completed. This really helped when changes need to be made as everyone was organized and made it simple to go in and change the requests that the user wanted.

There were various pros and cons when it came to completing the SNHU Travel project and using the Scrum-agile approach. One main pro was the ability to make changes to the project so late in the development process. This was huge and meant we did not have to start over from the beginning. One con would be that with the changes being made the organization of the project might be affected. For these reasons, I think that this was the best approach for the SNHU Travel development project overall.