**Spring Review & Retrospective**

The various roles in the Travel Scrum-agile team contributed to the success of the SNHU Travel project by working together as a cohesive team. The Scrum Master kept the team working with the agile methodology. The Product Owner effectively communicated the needs for the product with user stories and kept the team up-to-date with the vision of the project. The tester helped with the development of the software by specifying the expected output of each feature with given inputs. The developer created the code for the software with the specifications by the user stories and the test cases.

Using a Scrum-agile approach to the software development lifecycle helped each of the user stories come to completion by thoroughly defining the expectations for the product. Though many of these stories had overlap, they provided a user-focused approach to the project completion. Creating code from a user-focused perspective helps create a quality product.

The flexible nature of the Scrum-agile approach helped support project completion when the project was interrupted. When the product owner announced a different direction, the team was able to switch gears with relative ease because the fundamentals laid out in the user stories did not change much. Realistically, the concepts of a top 10 travel destination list or being able to sort and filter travel destinations are not largely impacted by focusing on wellness getaways. Because the initial project was developed with agile user stories instead of a waterfall-style approach, flexibility was built-in.

Scrum-agile encourages a lot of interaction between teammates. The frequent communication helps clarify objectives and holds team mates accountable. Examples of effective communication are showcased below:

Dear Christy,

I have looked at your user stories and I am developing test cases for these features. I could use some sample data for User Story #3 to get a better idea of how the users will be using this feature. Could you provide me with some sample user histories?

Thanks,

Nichole

Dear Christy,

I am looking over the user stories that you provided. Could you clarify the DoD for the app development portion in User Story #5? Does the app need an updated UI or should we create a separate task for that?

Thanks,

Nichole

Dear Brian,

Have you had a chance to perform the tests for User Story #4? Did all of the tests pass or do I need to rework something? Just let me know.

Thanks,

Nichole

The organizing tools built into Scrum-agile helped the team be successful by clearly defining tasks that come from a user-focused perspective. User stories spell out user expectations. Story points provide an intuitive approach to estimation. Daily Scrum meetings keep the team engaged. The product backlog keeps accountability.

The pros of Scrum-agile have been mostly covered so far. Scrum-agile has been utilized successfully in many cases already, so it is known to work. Scrum-agile is flexible and user-centered, giving the team the opportunity to develop the best possible product.

The cons of Scrum-agile are subtle and easily overcome. The amount of interaction can be overwhelming to team members who prefer a quiet environment. The structure of Scrum-agile can seem strange if the team is not used to it—in particular, the concept of story points in estimation can be an obstacle to overcome for a team.

Given the knowledge provided in this course, I think Scrum-agile was the best approach for the SNHU Travel development project. The flexibility inherent to agile methodologies made this project successful when the project took a change in direction. The project may have been successful with a waterfall approach as well, but the change in direction would have been much more difficult to make.

There were some different agile methodologies listed in our textbook—some of which may or may not have been better than Scrum, but I lack the working knowledge to say for certain. Overall, I think this project was a good exploratory case for a team that is new to agile. It was relatively simple and the team was small, making each step easy to implement.