**Sprint Review and Retrospective**

During the project all team members played a critical role in the success of the SNHU Travel Project. The development team made sure that the program worked as intended through constant testing and making sure it followed exactly what our client wanted. For example, halfway through the project the client changed their mind and only wanted a specific type of vacation to be shown on the website. Our development team worked tirelessly to make sure that only vacations of that type were available to be shown on the website. I, the Scrum Master, was essential to the daily scrum meetings and making sure each team was on task and producing product by the deadline. Furthermore, the Product Lead kept us in touch with the client to make sure we can give them the best product we could. They kept us updated on what the client wanted and provided prototypes during our development to keep the client updated on our progress.

The Scrum-agile approach, in my opinion, was very useful when trying to fulfill all the user stories. User stories were great for keeping the team organized and on task. Each one had a specific goal that a person on the development team could work on that day. Part of the Scrum-agile approach is having frequent meetings with me and the development team. Through these daily meetings I would update the development team on new ideas that I’ve gotten from the product lead. I also had everyone go over what they were going to do that day and if there were any questions. Using this method for the development process was very beneficial to keep everyone on the same page and on track.

Contrary to the waterfall method, the Scrum-agile approach is very adaptable. It is not too difficult to respond to change mid-way through the project. Agile is based on small iterative sessions, where we only work on small parts of the project at a time instead of the whole project at once. Due to this reason, teams can easily adapt to customer wishes at any point in the project. For example, mid-way through the project the customer wanted to change the SNHU travel website to only show vacations of a specific type. Since this specific vacation type was projected to be very big the following few months. Since we were following an agile approach, it wasn’t too difficult for the development team to make a few changes in the code for the website.

In these small agile teams. communication is one of the most important aspects to making a successful product for the customer. Our method we employed was hosting daily scrum meetings with the scrum master and the development team. During these meetings we would chat about the project and get everyone on the same page. Each person would talk about what they did yesterday, what they are doing today, and ask for help on anything they may be having issues with. This proved effective during the SNHU travel project. I also did my best to promote a positive atmosphere and the development team got more work done because of this. When the team is happy and morale is high, the best work gets produced.

As I mentioned before the daily scrum meetings were key to our success. One agile principle that was very important to our success is how we used iterative development during the SNHU Travel Project. By working on small sections at a time it stopped the team from getting too overwhelmed with a giant project. Since scrum meetings tend to be short, planning small sections at a time to work on is easier than trying to plan the entire project out. I found letting the development team handle most of the project on their own promoted more self-responsibility in the team. They caused them to take more ownership and produce something that they could be proud of.

All in all, the Scrum-agile approach was very beneficial during the SNHU Travel Project.

We got everything done that the client wanted, and it turned out to be a great finished product. One pro of following the agile-based method is that it was very adaptable, it allowed us to change the project mid-way through to satisfy the customer. It also led to more high-quality work by the developers. However, the only thing that I can think to be a con is that deadlines can be hard to meet when following this approach. Sometimes, the end date can be lost through all the interactive development cycles. However, I believe that this approach was the best way to finish the SNHU travel project. Mostly because our customer had a lot of changes they made half-way through and it is important to have an adaptable approach for this reason.