Renaldo Musto

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**Sprint Review**

During this project, each member of our team was essential to the completion and overall success of this development project. I would like to start with the product owner. The product owner’s main goal is to manage the project and have conversations with stakeholders that is then translated back to the team. I remember a specific example being when we had to make revisions to our development process to include wellness and detox vacations. The product owner made sure to have the proper conversations with the stakeholders to ensure we were making what they wanted, got feedback and presented it to the rest of the team in a useful manner that allowed us to make the proper changes. Another key member of our team is the Scrum master. This role is essential is creating a functional agile team. Without the Scrum master the Scrum meeting would most likely devolve into an unorganized mess as everyone else has their own responsibilities and can’t afford the time required to facilitate a successful Scrum event. The Scrum master makes it so that we can all bring our questions and concerns to the table and look at our work in an organized and easy to understand way. The developer is the driving force behind the project and is the one writing all the actual code for the product so without this role the project would not be possible at all. Throughout the course of the development the developer must coordinate with all other team members to make sure that they are producing the proper product for the stakeholders. An example that comes to mind is when the developer initially created the first example of the top destinations program, and the tester and product owner came back with several revisions during the Scrum meetings that were then made. I think this exemplifies the high amounts of teamwork associated the development role. The tester is also an essential part of the agile team. They ensure that all the code functions properly and meets the requirements of the product owner and stakeholders. An example that comes to mind is when they had to make revision cases in response to the product owner informing us of the new requirements for the project.

The agile and Scrum methodology helped the software development lifecycle of each user story by doing things like assigning priority levels, difficulty levels and story points. This helps keep organized what needs to be done first and how important each aspect of development is. I remember when there was a dramatic change in direction of the project, we had to use the information in the user stories previously mentioned to decided what should still be worked on given our now limited timeframe as we wanted to keep the same delivery date for the product to the stakeholders. The Scrum approach also helped us out a lot because we could take care of each story in the form of a sprint helping us stay coordinated and focused throughout the development process. When the project changed direction, we were able to easily receive that information from the product owner through her clear communication with the stakeholders. Because we were working on each aspect of the project in parts as user stories it was much easier to go and change things than if we had been using a non-agile approach like waterfall where we would most likely either have not been able to make changes or had to start over.

Communication with the team was an essential part of this project and we would not have been successful without it. An example of this would be from when we got together as a group to discuss the primary Scrum and agile approaches we would be using for the project. Each team member contributed to the discussion making valuable points about the role they were in and what principles they would like to see the project be guided by. We all had a healthy back and forth about what principles we would or would not like to see kept in the project and decided on a plan that worked for all of us. I think that this helps encourage collaboration and teamwork because the team itself decided how it wanted to be run instead of just having it be dictated by one person to us. I think people work much better when they are doing things the way that makes sense to them.

Some organizational tools I really think helped us improve our team was the creation of user stories and their prioritization during the sprint planning phase. I think that the organizational tool of sprint planning is probably the most important in my opinion because it lays out the framework for how the development project is going to be laid out and gives everybody a place to start and an idea of where they are going. The daily Scrum events play an equally vital role in the progress of the project by allowing the team to evaluate the progress of each of the user stories and allow them to see if any changes should be made in terms of what was decided during the planning phase. I think overall the Scrum-agile approach was a great success for the SNHU travel agency project. The major pro was that it allowed us to respond to the major change that happened in our project without having to completely start over. It also allowed each team member to be a part of the changes that happened by providing input. One of the cons is the unpredictable nature of the system. Because the agile framework allowed for the major change, we were unable to complete all the user stories we had originally wanted to because our date of completion could not be pushed back. If we had a waterfall approach, we would have most likely finished all the features on time. I think that the Scrum-agile approach was best for this project because it allowed us all to work collaboratively and although we did not get everything done what was done was to the exact specifications of the stakeholders and we can always add more functionality in the future.