**SNHU Travel Project Sprint Review and Retrospective**

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CS 250: Software Development Lifecycle

December 19, 2021

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The SNHU Travel project was an excellent example of a successful implementation of the Scrum-agile methodology. Agile principles and methodologies allowed for a deeper connection within the team. They also increased productivity and helped reach a better end-product faster. In taking a look into the application of these principles into the project, we can reflect upon the usefulness of the agile methodology, and see how we might utilize certain tools and methods differently.

First and foremost, the utilization of various Scrum roles in our team, as well as the roles themselves, greatly contributed to the success of the SNHU Travel project. The various Scrum roles(Product Owner, Scrum Master, Developer, Tester) created a balanced team, and allowed for each person to know exactly what their role is needed for in order to create a successful team and project. In this specific project, the Product Owner excelled in communicating between the stakeholders and finding out exactly what features were desired in the final product, such as the initial meeting in which we discovered a “Top 5 Destinations List” was a necessary feature in the project. In each meeting, the Scrum Master was seen making sure that the team stayed on topic, and that the team took full advantage of getting what information was needed for a successful sprint from the meeting. The developer and tester of the team took full advantage of the information gained from meetings, and quickly adapted when change was needed, such as when the stakeholders requested a focus on wellness vacations. Each of these roles skillfully took the principles and methodologies of agile and Scrum roles and used them to the fullest in order to make the project successful.

Following the preceding examination of the roles of Scrum-agile approach in the SNHU Travel project, we examine the Software Development Lifecycle as a whole. In any project, an interruption and abrupt change in direction can be one of the most difficult challenges to recover from. When applying a Scrum-agile approach to the Software Development Lifecycle, the ease of recovery from this challenge is greatly increased. At one point in the SNHU Travel project, the stakeholders made it clear that it was necessary that the project turned its focus onto a specific type of vacation: detox and/or wellness vacations. Though this was not a complete reset of the project, there were major implementations needed. With the Scrum-agile methodology, the project completion date did not move. Instead, the product backlog was managed to match the new features needed. User stories were incredibly helpful as well, in this specific example and in the project as a whole. Using the Scrum-agile approach, we were able to successfully prioritize each User Story based on the desires of the stakeholders thanks to the inherit consumer prioritization principles implemented. The team can also contribute success to the way the User Stories were categorized based on “size”, which very much assisted in staying on track to the project completion date.

Subsequently, there are various organizational tools and Scrum-agile principles to discuss that contributed to the ultimate success of our team during the SNHU Travel project. Building an environment in which trust, support, and open-communication was the result of implementing various agile principles, and was fundamentally the drive in the success of this project. The face-to-face communication between team members as well as the Daily Scrum meetings allowed for consistent updates by each individual team member, as well as any questions and/or roadblocks for the Sprint goal to be immediately discussed and solved. This created an environment for open communication, such as in the meeting in which the Product Owner communicated the change in direction(the focus on wellness vacations). The Product Owner was able to communicate effectively the changes needed, and the team was able to get important questions answered, such as if the project end-date would be affected, and if the project as a whole was to be scrapped and reworked. Product backlog and User Stories, both agile tools that contributed to the success of the project, were updated and the team was able to handle the change in direction smoothly due to the Scrum-agile approach.

Ultimately, with any type of framework, there are going to be advantages and disadvantages seen in every single one. The Scrum-agile methodology found its strength best in its principles regarding open communication between team members. Consistent meetings between teams allowed for every member to know exactly where the project stands in regards to the Sprint goal, and created an environment in which problems were handled quickly and efficiently. However, perhaps the focused element of the meetings were the most present disadvantage within the implementation of the methodologies. During the Daily Scrum, it was necessary to stay on-topic, leading to some frustration as not everything was “on-topic” for the meetings. Even with this though, as a whole, the Scrum-agile approach was a success, and made the Software Development Lifecycle and team more efficient and effective.