Alex Jarratt

Professor Erin Tirrell

CS-250

Software Development Lifecycle

December 12, 2021

Final Project: Sprint Review/Retrospective

I have found each role has some form of contribution as to the success of the SNHU Travel Project. Starting with the Scrum Master, I found that it has contributed to the planning of how and when to perform the various important Scrum Events, such as the Daily Scrum and the Sprint Planning. The Scrum Master seems best used to outline the various steps needed to be taken for each Scrum-based meeting. This is confirmed based upon my first journal entry in *Journal One: Scrum Master*,

Daily Scrums are obviously daily, but they are only for a 15 minute period. We would do this first to be focused and organized for the day. Sprint Planning is for a section of the work that is needed to be done next. This means that we would need to make this a weekly or even bi-weekly event that goes a bit more in-depth.

Knowing the role now allows for a quick setup of the Daily Scrum, which is absolutely necessary as it is a very small but important aspect of the agile method. This also allows for detailed planning to occur at each meeting, based upon the meetings’ length. Furthermore, the Scrum Master is helpful in initiating these meetings. A Scrum Master helps others communicate between each-other until their help as a facilitator is no longer needed. These various methods tell me that the Scrum Master helped tremendously in the SNHU Travel Project. The next role was Product Owner. While the Product Owner is not as necessary for the SNHU Travel Project as the Scrum Master was overall, the Product Owner was still necessary none-the-less. The Product Owner prioritizes gathering information to the Development Team through shareholders and customers. This quote from my journal as Product Owner here states, “…having either the users or stockholders that are actively giving good insights into what the average user would expect in future meetings is key, as they will spur conversation about topics that are needed discussion on,” which means that the Product Owner is actively searching for quality information through user or customers about how to improve the product. This quality information can be made into user stories, which then becomes added to the product by developers. Thus, Product Owners help through the use of finding information through their customers. The developers are obviously helpful. They are the ones that create the actual code and use the user stories to do so. Without a developer, the project would have failed before anything could have been started as a lack of a developer means a lack of a programmer. Testers are the ones that are probably least needed. However, they still hold the important role of testing a developer’s code. Thus, while the least needed, they are still necessary.

The software development lifecycle, or SDLC, was benefited by the Scrum-agile approach with the user stories. In each user story, the customer or customers, noted as users, outlined some aspect they wished to see in the product. From there, the Product Owner takes this interview and creates a user story. The developer takes each user story and applies it as a form of code in the product. The tester then makes sure it works properly or as the customer intended. This in turn makes the SDLC. The journal entries where I took on the role of tester and developer prove the Scrum-agile approach made the SDLC. The quote from *Module Four Journal* here, “…details like the acceptance criteria were exceptionally useful for the initial test cases. More information in the acceptance criteria is always helpful…” and the quote from *Module Five Journal: Developer* here, “The changes for this would most likely be quite simple.”, are all the confirmation needed. These are moments where I was successful in making and using the user stories from the Scrum-agile method to enhance the product, thus proving the SDLC is benefited by the Scrum-agile process.

When the project was interrupted by the Product Owner and changed direction from simply vacations to relaxation venues, the developer was able to quickly adapt and change the program due to this new constraint. This was because the developer was so free to change the program under the Scrum-agile method. In my fifth journal entry as a developer, I remarked on the agile methodology here, “The agile methodology allows me to be more flexible in my approach to development with the intrinsic design of the agile method to programming. Agile's design philosophy is based around flexibility which ties directly into my approach to development.” This flexibility which is so built into the agile method allows for any developer to quickly change and adapt any part of the program due to sudden constraints.

We were not really able to communicate effectively with the entire group. I have a few moments where one of us contacted the others, but it appears that our mode of communication was subpar. I feel like if this was an actual Scrum Team, however, there would have been much more effective communication, especially in the Scrum meetings. In my emails, Mr. Cruz was the first to respond to the rest of our group. Afterward, Mr. Vanderwilt added his feedback. Finally, Mr. Cruz responded back with the creation of a basic Google Document where he added all the information about what he was talking about in the discussion. I never once saw any others communicate with the group. I offered a small bit of my discussion by responding personally to Mr. Cruz in a reply to his Google Document group email.

Conversely, the Scrum-agile principles and the organizational tools were the exceptional help that allowed for us to be successful as possible. Mr. Cruz’s utilization of Scrum-agile principles in the creation of the Google Document allowed for the rest of the group to be highly flexible with providing their own necessary parts for the group discussion. His forwardness and openness makes him stand out as an effective Product Owner, as they need to be forward and extroverted to perform their job. Based upon the *12 Principles of Agile Manifesto Matrix* (text version), I can confidently say the Mr. Cruz embodies principles four and five. The only superior form of communication I could think of is in reference to my journal six entry with JIRA. To quote said journal, “JIRA, in this instance, provides an agile-based team with a board to post the parts of the current project as broken down in the Scrum Events.” If we had needed to utilize an organizational tool, this would have been superior as JIRA is designed to be part of an agile team, which we were supposed to take the roles of one on together. This would allow for an easy viewing of the Sprint Plan, transmit files during a daily Scrum, and even tell a member of the Development Team what the next Scrum event could be.

Overall, I feel like the Scrum-agile method was useful, but ultimately unnecessary for the SNHU Travel Project. While it was effective in gather the information needed to present a well-designed and quality product for the users and shareholders, it felt like the entire process was too large for the final product. This could have been a small team of four-to-five individuals that worked together for a week and presented something of similar, though it would have been of lesser quality. In the end, while there are some issues with the brand-new framework of producing work this Development Team may have, this did produce a quality product, making it the best approach for the SNHU Travel Project.

Reference List

Jarratt, A. (2021). *Journal One: Scrum Master* [unpublished assignment submitted for CS 250]. South New Hampshire University.

Jarratt, A. (2021). *Journal Two: Product Owner* [unpublished assignment submitted for CS 250]. South New Hampshire University.

Jarratt, A. (2021). *Module Five Journal: Developer* [unpublished assignment submitted for CS 250]. South New Hampshire University.

Jarratt, A. (2021). *Module Six Journal: Final Journal* [unpublished assignment submitted for CS 250]. South New Hampshire University.

Jarratt, A. (2021). *Module Four Journal*  [unpublished assignment submitted for CS 250]. South New Hampshire University.

Tirrell, E. n.d. *CS 250 12 Principles of Agile Business Manifesto Matrix Text Version.* South New Hampshire University.