**Sprint Review and Retrospective**

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The Product Owner did a masterful job of engaging with the client to determine the needs for the project. The product owner interviewed the client, asking questions about what sort of features were desired. This information was then used to build user stories that could be incorporated into the development cycle. These user stories told a concise tale of what features the client would like to have in the final product. Each story represented a particular feature, and the stories could be easily prioritized and given a value by the team to determine how much effort each would take. The stories were then put into the product backlog where they awaited assignment during a future sprint.

The Scrum Master facilitated all the Scrum-Agile events and helped the team to better embrace the agile methodology. From daily standups to the sprint reviews and retrospectives, the scrum master artfully navigated our team’s dynamics and paved the way for a successful project using agile methods. They also worked to remove any barriers, both to completing tasks and to implementing the Scrum-Agile methodology. This allowed the team to fully embrace the agile principles and execute an agile-based project.

The development team was crucial in getting the project completed. While the product owner and scrum master laid the foundation of the project, it was the development team that accomplished the individual tasks. Thanks to the work of the product owner in generating and prioritizing the user stories, the team was able to quickly assess the size of each story to determine what would be feasible to accomplish during each sprint. Additionally, the team focused on open communication that helped to keep everyone in the know about the status of the project, which helped maintain momentum during each sprint.

Our tester was another pivotal piece of the agile puzzle. He created the benchmark tests that we knew must be passed even before we began writing any code. This test-driven development meant that the team could focus on writing quality code right from the start, reducing the inevitable need for rework that would have been present in a non-agile environment.  
 User stories were another vital component in completing the project. The product owner was able to take the information provided in the interview and generate a list of features the client desired. The interview in the SNHU Travel project provided insight into what the client needed for their website. They requested features that were reasonable, and the product owner was able to compile these requests into a list. This list became the user stories that the team needed to begin working on the project. Each story concisely summed up one feature, so it was a simple task to begin assigning point values/sizes to each story. Once each story was sized and prioritized, the team quickly determined which ones they could complete each sprint, leading to a successful build.   
 During the SNHU Travel project, the requirements were changed partway through the project. The client requested a shift to focus on a particular type of travel destination. This shift required the team to pivot and to meet the new request. Thankfully, the team was already poised and ready for such changing requirements and was able to easily adapt to these changes. This is one of the founding ideas behind agile development: being able to quickly pivot to meet changing requirements and unforeseen obstacles. By adhering to an agile methodology, the team was able to quickly shift their direction and take on the new requests from the client.  
 Throughout the project, communication was a key component that led to a successful outcome. Some examples of this communication include the tester asking clarifying questions of the product owner. This allowed the tester to gather additional information necessary to proceed with his tasks. It also provided an opportunity for the product owner to engage the client and gather more specific requirements. Overall, this led to a collaborative effort by the team to meet the client’s needs. Open communication fostered this collaboration and provided the means to exchange the knowledge needed to proceed with the project.

The project could certainly have benefited from tools like Jira to help keep the project organized. During the project, we instead had to rely on outdated methods of task tracking and communication, such as emails and sticky notes. This led to a delay in responses and caused some confusion in how to approach certain tasks. Had we employed Jira, we could have opened communication to be even more effective and kept better track of the status of each task, while also allowing outside parties the ability to see where the project was at during at any point.

I feel that the Scrum-Agile approach was the best approach for this project. The scrum aspects laid the foundation for an effective implementation of agile practices. Daily standups provided the team with a clear picture of the project status each morning, while also keeping the team apprised of any roadblocks that might have hindered progress. By bringing up these impediments, the team was able to generate quick, effective solutions and continue moving forward. One of the biggest pros of using an agile approach was the ability of the team to pivot when the requirements from the client changed. Using a traditional waterfall method, this disruption would have led to delays due to extensive rework and the need to readdress the requirements list. Instead, the team was able to adjust and continue their momentum to get the project completed on time. One of the cons of using an agile approach was that the project was not well documented ahead of time, leaving a lot of guess work on behalf of the team. However, thanks to the open communication both within and outside of the team, we were able to address these unknowns and get answers quickly. This quick turnaround was a key aspect of the project’s success.