

Brighton Ulery

CS 250

Prof. Farley

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Sprint Review and Retrospective

At the beginning of this Sprint, the Scrum team came together and defined the Agile team charter. Here they actively participated in the assignment of roles that they would play as part of the Scrum team. They also outlined key aspects of their expectations as a team, such as their values, principles, and communication guidelines.

The Product Owner played a critical role in providing a well-defined backlog. They were responsible for interviewing the product's user base and asking inquisitive, open-ended questions. With the feedback they received, the Product Owner was able to generate precise and informative user stories for the rest of the Scrum team. The Product Owner also used the process of assigning story points to the backlog items in order to prioritize certain items.

The Scrum Master held Scrum meetings daily, encouraging the team to come prepared with their progress regarding the deliverable, including information on what they had been able to complete, what they planned on completing next, and any questions or concerns regarding their previous and future progress. They were responsible for guiding the Scrum team and encouraging them to work at their highest potential.

The Developers were a crucial part of the Agile process. They were responsible for taking the backlog items and developing robust and modular code to effectively implement the desired outcome within the deliverable. The Developers took it upon themselves to analyze their own

abilities to ensure that they were operating at their fullest and following best coding practices when developing this code.

The Testers were able to review the backlog items and user stories to develop test cases for each user story. This process involved breaking down the user story into individual chunks that could be effectively checked and verified to ensure that everything was in working order. When the Testers found test cases that were not as well-defined as they could be, they went back and included additional information in the test case to ensure that it could be understood.

Throughout this Sprint, several key backlog items were completed. One such user story that was completed by the Scrum team was the inclusion of a top five destination list. The Scrum team was able to review the backlog item and its associated user story, determine the best course of action regarding implementing it within the deliverable, and then programming it.

When an interruption arose, the Scrum team quickly and effectively took it in stride, adapting their current tasks to work around the interruption. During this Sprint, the Product Owner had received further clarification from the user base regarding one of the user stories within the backlog, which they then updated. The Scrum team took this information and adapted the progress they had already made on the task, updating the top five destination list to focus on locations regarding health and wellness.

Communication was very effective throughout this Sprint. When any member of the Scrum team had a question regarding one of their self-assigned tasks, they were able to reach out to another individual within the team for further clarification. When the Tester had questions regarding one of the user stories, they were able to forward their questions on to the Product Owner for further clarification, enabling the Tester to provide more robust test cases for the user story. The same was true for the Developers. When they had questions regarding the test cases,

they would reach out to the Testers for more information, specifically inquiring about edge cases that they should be aware of when developing.

The Agile process of development was an effective method for developing the SNHU Travel system. Having a discrete backlog that the developers were able to pull from and quickly develop from ensured the product was able to be produced within the deadline. With the key communication framework provided, the Scrum team was able to easily access the resources they needed to obtain further clarification regarding specific items they were uncertain of. Having the Developers and the Testers work cooperatively ensured that code was run through tests continuously throughout the development process.

In contrast, if the team had developed this deliverable using the waterfall method, issues would have arisen. They would not have had the structured system that encouraged communication within the team, slowing down the process and pushing the deadline beyond what they were able to complete the deliverable in using the Agile process. They also would not have been able to account for the modification of the user story mid-Sprint, meaning that they would not have been able to update their program until after the product was shipped to the consumer. Overall, the Agile process was far more effective in the development of this product than the waterfall method would have been.