Final Project: Sprint Review and Retrospective

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Chada Tech was tasked with providing a service to Southern New Hampshire University (SNHU) Travel agency. This project was to be approached differently from our normal procedures of the software development life cycle (SDLC) models. The SDLC has various models that companies use to complete requests by customers. One model our company has used up to this point is the waterfall model known as the first process models introduced in the SDLC. It’s known as the linear-sequential life cycle model because of its simple use and understanding. This model is in phases where each phase must be completed before moving to the next phase (“Waterfall Model,” Tutorial, n.d). Chada Tech assigned me as the Scrum Master that would put together the team that would complete the request by SNHU but for this project I was to implement the Agile Model of the SDLC for this assignment.

As the Scrum Master, I put a scrum team together by enlisting people for the certain roles needed to be filled in the Scrum Team. Assisting the Scrum Team by facilitating issues and Scrum Events are some of the main things I focused on. Ensuring the maximum value of the team can be achieved, I ensured that I could assist in removing impediments towards the team's progress while also serving alongside the Product Owner (Cobb, 2015, pg 36-37). Once assigned as the Scrum Master, I assigned the team members that would be a part of the development of the request from SNHU. Once the team has been identified creating the schedule, Daily Scrum a, etc. The Product Owner was the person responsible for managing the Product Backlog ensuring items were clearly expressed and understood. The Product Owner explained the main objective of what the customer wanted as a end result. When the customer wanted to change certain aspects of the initial request the Product Owner relayed the information to the team while gathering input on the feasibility of how the changes would affect the sprint (Cobb, 2015, pg 35). The development team of the scrum had a Tester and Developer. This team is the components that set the conditions for each part of the sprint to be completed. Being self-organizing, once given the backlog, they control the progression or regression of the sprint. Using scrum meetings to convey information to the entire scrum team allows the testers to relay information on progress or impediments and if help is needed in other areas of the sprint (Cobb, 2015, pg 38). The Tester created the user stories which personalized the request from the SNHU Travel agency. The user stories outlined key information the developer would use such as the “user story value statement” and acceptance criteria. These defining requirements in the agile process made it easier for the developer to code and implement things. (Cobb, 2015, pg 66). The developer used code to create a site that recommended travel options based on the user story requirements. This site had 5 top options based on the main criteria of vacation packages.

In the SDLC the agile model is the combination of iterative and incremental processes. The Iterative approach for software builds is done in iteration. When looking at the user stories this allows the development of the codes and build for stories to be completed separately. One does not have to be dependent on the other but as the sprint draws closer to the end the builds can be combined and implemented together. When the developer had questions about certain aspects for the site, he would ensure comments were added in the code but also send an email to the Product manager and Scrum Master for questions (“Agile Model,” Tutorial, n.d). During the sprint there was an issue when the customer wanted to request a change during the middle of the sprint. The customer wanted the focus of the vacation packages to be centered around detox/wellness. For the scrum team the matter was if all the work previously conducted would have been for nothing and how this would affect the original timeline. With the guidance of the Product Owner this impediment was addressed at the scrum meeting by having the team deprioritize user stories from the product backlog that were not near completion or held significant implementation to product. Doing this allows the team to stay to the same timeline and retailer already completed user stories and code to fit the updated needs of the customer.

Below is an email sent between me and the team addressing questions related to the sprint. Using emails to answer questions that weren’t brought up during scrum meetings avoids impediments, so the team is able to progress smoothly.

[Email]

From: [Jarvis.brown@snhu.edu](mailto:Jarvis.brown@snhu.edu)

To: Developer; Product Owner

RE: Product Changes

I think the changes you are requesting make sense. Having the color contrast better will allow the client and customer to better see everything on the site without issue. There was no font request but I call the Product Owner to ping the client and ensure their are no cometic request we need to adhere to. If there is any other question you may have please do not hesitate to reach back out and please remember to bring this up during tomorrow’s Scrum as well for team awareness.

V/R

Scrum Master

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From: [Jarvis.brown@snhu.edu](mailto:Jarvis.brown@snhu.edu)

To: Tester; Scrum Master; Product Owner

Subject: Product Changes

A some of the tools used by the scrum team were the product backlog and daily scrum meetings. These two were some of the cornerstones that assisted the most in ensuring we stayed true to the agile process. The product backlog held all of the information the team needed to break down into increments that would be completed through the sprint. Coupled with the scrum meetings to pass on information of how the team was doing throughout. One key principle that led the team to success is called “The best results emerge from small teams with a high degree of autonomy”. This principle showcased how a couple individuals could put together a site the client would approve of using continuous and rapid improvement techniques through a small team that broadens the skills of everyone ("CS 250 12 Principles," SNHU, n.d).

Through this Agile process the pros and cons were evident for the team. The pros of the agile method allowed better flexibility and adaptability for the team to different situations. Using Scrum meetings to point out progress and issues allowed for continuous improvement along with transparency and proper accountability amongst the team. The cons of the process would be learning curve to ensure everyone is communicating as no communication can lead to uncertainty if everyone is on the same page. For this development project the scrum-agile approach was the best approach, especially with the case when changes were made in the middle of the sprint. Had this been the waterfall method we may have had to start the sprint from the beginning and would have wasted time and effort.

Reference

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