**Final Project**

**Sprint Review and Retrospective**

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CS-250: Software Development Lifecycle

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ChadaTech is a company specializing in custom software design and development. The company has, for many years, been developing its software under the waterfall method. Recently, ChadaTech has considered transitioning to an Agile methodology in an effort to improve product quality and build a more cohesive corporate culture. In an effort to pilot this process, my team was tasked with developing an application for SNHU Travel. Here I will summarize our experiences on adopting the Agile methodology with a Scrum framework.

I was given the opportunity to role play each position of a Scrum-Agile team such as: Scrum Master, Product Owner, Product Tester, and Product Developer. Each role plays a crucial part in the success of the project.

As the Scrum Master, I helped initiate Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospectives. For the Sprint Planning, before each sprint, I would gather the entire team to discuss our goals. This ensured a mutual understanding, with all of the team members, of expectations. For about 10 minutes each morning we would hold Daily Scrums. These meetings were an opportunity to keep team members aware of the progress achieved and the work still needed to be done. Backlog Refinement was a way for the entire team to organize and re-prioritize tasks based on feedback and evolving requirements. At the end of each Sprint, we held a Sprint Review where we were able to present our work to our client. This allowed our client to give relevant feedback on our work and propose and changes if needed. After each Sprint, the Sprint Retrospective allowed the team to communicate in an open dialog about what processes may have gone well, and what did not. This allowed for improvements while conducting future Sprints.

As the Product Owner, I was able to communicate with stakeholders and end users, ensuring that the product will meet required expectations. Gathering feedback allowed me to prioritize features of the highest value. Taking the information that I had learned from end users; I was able to develop User Stories. User Stories were composed of what the user expects and needs from the product and why those expectations and needs are important. This information was also rolled into acceptance criteria, helping the development team incorporate required features into the product.

As the Product Tester, I played an essential role in ensuring product quality and functionality. User Stories, provided by the Product Owner, offered required features and acceptance criteria of those features. From this, I was able to conduct thorough testing and detect any issues and bugs early in the development lifecycle. Communication with the Product Owner was essential for identifying any possible information mistakenly left out as well as a deep understanding of the User Stories.

When I role played as the Product Developer, I kept a line of open communication with the Product Owner and the Product Tester to ensure quality of the product. I was able to use clear and precise email communication to help stay on track. As the Product Owner provides highly detailed User Stories, I am able to understand what is expected as well as reduce the risk of change later in the lifecycle. Requirements for the product were changed very suddenly, but by collaborating with the team, we were able to understand and implement the newly required features without creating any delay.

The Scrum-Agile approach significantly helped in the completion of User Stories through iteration and continuous feedback. As the Product Owner, I was able to conduct a meeting with current customers of SNHU Travel and gather information as to what features they would like to see incorporated into the newly developed application. One customer stated that they would like to be able to set the price limit, to see top destinations based on price. Another stated that they would like a Top Destinations list based on previous travel. This information had to be translated into User Stories. Acceptance Criteria gave clear and precise boundaries on how to incorporate these features. User Stories also needed to be prioritized to ensure that the most highly valuable features were included in the project.

A screenshot of a computer

Description automatically generated

Agile’s flexibility proved invaluable when the SNHU Travel project faced a change in direction midway through the project. SNHU Travel management wanted to change their focus of the vacation booking application to aim more at wellness/detox vacations. Our Product Owner was able to deprioritize other stories to allow focus towards this new path, also allowing our team to keep the same schedule. By allowing the entire team to keep open communication and flexibility, we were able to adapt to the newly changed requirements and stay on track.

Effective and open communication played a crucial role in our Scrum-Agile project. Here is an example of how communication was handled effectively within our team:

**“Email to Product Owner & Tester**

Subject: Updates needed for detox/wellness travel

Dear Christy and Brian,

To ensure that we are aligned as we shift our focus to detox/wellness travel for the new SNHU Travel booking software, there are a few things I might need clarification on.

* Christy, could you provide updated user stories and accepted criteria specifically focused on detox/wellness travel destinations. Should the resorts description include wellness amenities offered?
* Could this change the prioritized list of backlog items? If so, could you provide an updated list so that I may stay focused on high priority features?
* Brian, once the test cases have been updated, could you provide the revised test cases. This would help me reach the new requirement standards for the prioritized features.

Your prompt responses will help in keeping with quality standards and project schedule. Let me know if there are any details needing further discussion.

Thank you

Carl LaLonde” (LaLonde, 2024)

This email communicates the need for updated information and prioritized backlog items due to the shift in focus of the project. By addressing both the Product Owner and Product Tester, it ensures that all relevant team members are up to date on required information and can maintain project quality and schedule.

Organizational tools such as information radiators and Jira helped in the effectiveness of our team’s success of the SNHU Travel project. Information radiators ensured that all team members were on the same page regarding project priorities and progress. Project management tools such as Jira allowed us to create and track tasks between team members. Scrum events such as Daily Stand Ups allowed team members to share their progress as well as voice any concerns they may have had. Sprint planning allowed our team to prioritize what tasks would and could be done during the upcoming sprints.

Overall, I believe that the Scrum-Agile approach was highly effective. The flexibility of Agile allowed our team to handle the projects shift in focus effectively. We were able to improve stakeholder involvement with regular meetings while gathering crucial feedback which helped us stay on track. The open communication principles of Agile enhance team collaboration as well as morale. Every team member felt more involved and more valuable to the project. The iterative nature of Agile also allowed for continuous improvement within the team and the project. I believe that this approach ensured that the final product met client expectations, making Agile a suitable choice for the future of ChadaTech.