# Final Project: Sprint Review and Retrospective

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# Sprint Review and Retrospective

Developing the SNHU Travel project through the use of the Scrum and Agile methodologies was an interesting and very eye-opening experience. Each member of the agile team had their hands on the project through every step, or sprint, of it’s development. It began with our Product Owner, as they got a sense of what the mission statement and vision was from SNHU Travel, along with interviewing user personas (or in this case the frequent customers of SNHU Travel) to begin working on the user stories. And in my role as the Scrum Master, I assisted in ‘grooming’ the user stories to help the Product Owner define the product backlog. For example, helping the team understand that making a top ten destinations list was a primary and large item on the product backlog.

We were able to achieve SNHU Travel’s and their customer’s initial requests. Through the quick and efficient efforts of myself and the Product Owner by taking the user stories, and turning them into achievable tasks that helped our team achieve a ‘definition of done’ in an agile method. And thanks to the agile methodologies, the testers of the team assisted the development team ensure that each item on the product backlog was seamless and worked as intended. Specifically, the testers of the SNHU Travel project not only made sure that the code was free of bugs or errors, but also went above and beyond to test the software to make sure it was user friendly and went above the standard of just a scrollable list. Thanks to a detailed clarification email from the testers to the Product Owner, the team became quickly aware that a “slideshow” presentation for the user story item of the top destination list would be the ‘definition of done’ for high priority items on the product backlog. This made the overall product have a high level of quality, and our teams proactive approach in asking questions and finding further clarification through professional communication allowed the team to excel in the project’s development.

The SNHU Travel development team did, however, have an unforeseen change come from our clients in the middle of our Sprint. While we had implemented many of the items on the product backlog, we suddenly received face-to-face communication with the Product Owner that SNHU Travel’s management wished to change their focus to have their material to be mainly detox/wellness locations and packages. This was a jarring revelation, but thanks to the face-to-face communication all the members of the team were made immediately aware of the shift in plans. The team members were quick to acknowledge key features that would need revisions, and the testers were able to work in juxtaposition to ensure all the currently made features would run smoothly and be able to handle the new vision. The agile team was quick and efficient in applying the new vision from SNHU Travel, and we managed to still develop a deliverable that matched not only the new requirements from SNHU Travel management but also the product backlog items from our user stories, all within our planned deadlines.

This was, in part, thanks to the communication strategies that agile focuses on. In particular, the importance of face-to-face communications was the biggest factor in what helped the team succeed in developing a high quality product for SNHU Travel. Like the Product Owner giving us the heads up for the change in direction for the project, or our daily stand-ups where the team could easily track completed tasks and what needed to be done next are just a few examples of this face-to-face communication having a positive affect on the development of the project. But our ability to communicate digitally also helped. An example was when further clarification was needed on certain features, and a detailed email was sent, addressing how the top destinations list on how it should look or function. Our team was able to get clear and concise feedback in a professional way by digitally communicating with the Product Owner, who was directly working with the SNHU Travel management and the user personas.

The purpose of the agile methodology is that everyone involved has an open and transparent view on the project. Organizational tools helped our team to accomplish this. My duty to lead the daily stand up was an organizational tool that helped our team collaborate and steadily work towards the planned ‘definition of done’ for backlog items. But, documentation is also required; it would be hard to remember what has been completed and what hasn’t during a Sprint. One of these tools is a simple whiteboard with sticky notes that the team used during the daily stand-ups. Team members mark tasks that they had previously completed, and identify tasks that needed to be done. There’s even digital tools like Jira or VersionOne that also do this, it would have been interesting to try in the SNHU Travel development.

Overall, the agile process was highly effective in assisting the team to efficiently and quickly develop the SNHU Travel project. All members of the team were able to freely communicate and strategically design the features requested on the product backlog without any deadline extensions. However, it wasn’t a fully seamless process. The change in direction from SNHU Travel management came with some complications. The team needed new clarification and additional guidance, as the completed and incomplete items on the backlog and our user stories needed to be revised to incorporate the new requirements from our clients. It wasn’t a fluid transition as we attempted to change to a more detox/wellness travel-centric product. However, the many other agile tools we followed in the agile manifesto allowed the team to quickly rebound, and we efficiently and quickly produced changes that were constantly tested for a complete high-quality result. While the agile over the waterfall methodology was the right choice for the SNHU Travel project, it would have been interesting to see if a different methodology than Scrum like Kanban or DSDM (Dynamic System Development Method) would have been a better fit for our development of the SNHU Travel project.