**Sprint Review and Retrospective**

Cydnie Fisher

Southern New Hampshire University

CS-250 Software Development Life Cycles

Nick Schnack

April 18, 2024

ChadaTech has recently decided to switch over to an agile methodology from a waterfall methodology, hoping to further enhance their products, and create a more cohesive corporate culture. Prior to making the switch, they wanted to test agile with a small team and specifically asked my team to pilot the process. For the past 5 weeks, my team has been responsible for creating the SNHU Travel project using agile methodology. The goal for today is to report on how this project went, and what we discovered regarding agile, so ChadaTech can decide if taking a more agile approach will fit their needs.

**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.**

The product owner, Christy, was the voice of the customer, ensuring that the needs of the potential customers were met. She did this initially by holding a meeting with potential customers to gather exactly what they were looking for from a travel website. She then used this information to create user stories and a product backlog. These user stories represented what each customer was looking for and why. They also contained brief acceptance criteria to help guide the development team, but not to dictate the path gone to reach those criteria. These user stories were then organized in the product backlog based on their perceived priority.

As the scrum master, it was my responsibility to guide the team throughout the process, ensuring that the team remained high-performing and self-organizing. This was heavily contributed to the numerous team meetings led by myself. After receiving the product backlog from Christy, I held a sprint planning meeting. During this meeting, my team and I discussed the amount of effort needed to complete each user story, and then decided which user stories would be completed each sprint. I also held daily scrum meetings, allowing everyone on the team to be updated on the work completed the day prior along with the goals for the day. We also discussed any impediments and determined how to alleviate those. After each sprint, I held a sprint review, where the work done during that sprint was shown to Christy. A sprint retrospective was also held to discuss how the project went, and if there was anything learned that could be incorporated into the next sprint.

The user stories were then given to the tester, Brian, who used them to create user test cases. These test cases are labeled with a brief descriptor, and also sorted by priority. Each test case reflected an individual user story. Each test case had a list of inputs the customer was expected to make while on the SNHU Travel website, what those expected results were, and what the fail criteria were for each input. As the needs for SNHU Travel changed from list to slideshow, and to detox packages, the user stories were rewritten to reflect these changes. The test cases serve as an outline for the developer. The test cases were then given to the developer, Nicole, who was responsible for designing the code for the project using industry best practices. As the needs for the project changed, Nicole had to rewrite the code for the project.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**.

User stories are created by the product owner after communicating with the clients, customers, and stakeholders, and represent their voice in the project. User stories can be created and added to the backlog throughout the completion of the project. After the initial user stories were completed, the team decided which ones should be completed first based on their perceived priority and the time needed to complete the user story. When the development team was ready to complete the user story, the tester would create test cases based on the user story's description. These test cases were then given to the developer who would create the code for each story. The development team would make sure the code passed the acceptance criteria and was free of bugs before considering the user story complete.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.

While we were creating the SNHU Travel project, the project shifted from offering vacation packages, to offering detox and wellness packages. We also shifted the way the packages were presented to the customer from a list form to a slide show form. Having constant communication amongst the team members, and between the clients and product owner supported these changes. There was a meeting where our product owner presented this change to us which allowed us to discuss how exactly this would affect the project. In a traditional waterfall approach, there is very little communication with the customer, and the customer might not see the product until it is in its final stages, which can cause a lot of rework if the requirements change. Our constant communication with the customers allowed us to enact on the changing requirements partially through the project, instead of at the very end.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

**Sample Email:**

Hello Christy,

I have received your wireframe mockup in response to my previous email, and appreciate the timely response, but I still feel like I need further information regarding the SNHU Travel application. I would prefer to talk about these questions in person if you have the time.

• Was the wireframe mockup sent in response to my email the mockup for the application?

• Will the app have more features and functionality than the mockup shown? I think we should add the user profile, search function, and the ability for users to travel packages and possibly hotels, plane rides, and activities separately.

• Can we change the blue color behind the text. It’s making it difficult to read the text. I believe we should either make this a lighter color, or have no color behind the text at all.

• Lastly, can we use higher-resolution photos and have multiple photos for the user to click through? I think these changes will sell the location to the user easier.

Thank you

This email is effective in communication; it provides context to why I am emailing Christy, my suggestions for the application are thorough yet concise and are presented with reasoning as to how they will be beneficial to the customer, and I have communicated my preference for further communication. Also, sending Christy a thorough email regarding what I want to have a meeting with her about allows her to prepare herself for the meeting.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**.

We used affinity grouping to help organize the tasks. During this process, we put one task on the wall, looked at another task and determined if it was more or less difficult than the previous task. We did this until running out of tasks. This allowed the team to communicate with each other about the scope of each task, dividing the tasks up by easiest to most difficult. Our team was then able to quickly finish the easier tasks, which ensured we were able to finish the project in 5 weeks.

We also utilized a virtual information radiator. This information radiator contained the tasks that were completed, the tasks that were in progress, and the tasks that weren’t started yet. This was updated after our daily scrum meetings and any time a task was completed, started, or added to our worklist. This allowed the team and stakeholders to remain updated about the current state of the project at any time.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**.

The quick start up time due to defining fewer requirements and completing less paperwork made it easier for us to be able to complete the project in such a short timeframe of 5 weeks. The downside to having less defined requirements upfront was that the requirements massively changed, resulting in a lot of the project having to be reworked. Although, being able to return to previous phases allowed reworking the project to be less time consuming and costly.

Having daily meetings allowed us to continually communicate with each other, and be on the same page throughout the project which allowed us to complete the project more efficiently and made us feel like we were a team, rather than individuals all working on the same project. Quality control being the responsibility of the entire team throughout the entire process also allowed the project to be completed in such a short time frame.

Overall, I feel the best approach for this project would’ve been to take a mostly agile approach. A waterfall approach would’ve made changing the requirements, communication between the team and customers, and quality control a more difficult process. While agile worked well for this project, it might not work well for another project.