**Module 7 Sprint Review and Retrospective**

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CS-250 Software Development Lifecycle has allowed me to embody the various roles of a scrum-agile team. The **Product Owner** role works with stockholders to ensure that the product is to their wanted specifications and communicates with the Scrum Master to ensure the best possible quality product. The **Scrum Master** communicates with the Product Owner then relays the wants of the stockholders to the rest of the team. The **Scrum Master** is also in charge of organizing sprint meetings and coaching the team to ensure the wants of the product owner and stockholders are met. The **Developers** manage product backlog and work toward completing each within the increment of the sprint. The **Developers** also are on top of their communication to ensure that each item from the backlog is handled to the product owner and stockholders wants. Lastly, the **Tester** is responsible for finding any bugs within the product and ensuring that the product is running as intended.

The scrum-agile approach helps the user’s stories come to completion because of its flexibility. Flexibility allows communication between everyone involved, between the customer, the product owner, the product owner to the scrum master, then the scrum master to the developers to make the customer's needs a reality. Along with the availability of communication it allows for smaller teams to work on various items to open the possibility that the customers want will be worked on.

While working with a scrum-agile approach it allowed us to make changes by having a line of communication. Communcation allowed us to shift toward the wants of the customers and stockholders and did not affect the deadline of the product due to the flexibility of agile. Scrum-agile also has various tools to keep track of changes and can be adjusted to fit the needs of the customer. Also using smaller teams rather than one large team allows for changes to made quickly and efficiently.

An example of my ability to communicate effectively with my team would be when I needed further clarifications from Christy the product owner on the user stories. When asking for clarification on the user stories with Christy I was able to effectively email Christy to clearly and concisely state my needs and wants from Christy pertaining to the user stories. In the email I also made sure to make my email easy to read by keeping it organized by each user story and separating my questions evenly to keep it presentable.

Agile project-management tools such as Azure Boards provide a way to track work and improve efficiency by helping with the planning of sprints. Another use of Azure boards is the ability to track ideas at every development stage to keep the team aligned with all code changes. The ability to keep everyone up to date on changes through a tool like Azure Boards can lessen the time needed to explain those changes along with lessening the mistakes made by not being up to date.

**Scrum-agile is very flexible so changes can be made based on the feedback from the customers and the ability to communicate issues during production is a benefit of Scrum-agile. A con of being able to communicate during production is the potential for delays due to changes the stockholders or customers want. In regard to the SNHU Travel development project I believe Scrum-agile was a needed approach since the customers wanted the ability to do things other than what was originally envisioned, Scrum-agile enabled those changes to be made quickly and efficiently before the product was launched.**