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Software Development Lifecycle

17 April 2024

Sprint Review and Retrospective

Over the last 8 weeks our development team has been working on a project for SHNU to be able to deploy a travel application for users. Our goal was to make a product for users that allows them to see what kind of travel opportunities are out there for them. From modes of travel, to locations and even a reason why. We allowed users to have user preferences to better match them with options they are interested in, we also integrated an overall top 5 destination list for those who are interested in the top 5 overall destinations people have visited and liked the most. Towards the end of the project's progress we had a priority shift, we had shifted our priority towards rehabilitation and detox locations for those in need. Our goal was to deliver a product that was easy and convenient to navigate for our users to make travel easier for them.

Here are the roles of the projects team, we had the clients, Product Owner, myself the Scrum Master, Testers and Developers. The client is who is coming to use with a need for a product they would like to have created for them. The product owner is who communicates with the clients and then comes to me with important information that I can pass along to the team. As a Scrum Master, I take that information from the product owner and relay it to the rest of the team. During our daily scrum meets we discuss progress, setbacks and questions that anyone has in the team whether it is about the project or a question that they would need answered from the clients. I would then tell the product owner our progress, setbacks and questions that the team has that I cannot answer so the product owner can go to the client and update them and get the necessary information for the team to move forward. In the team we have developers, developers are the members of the team who start and complete sprints and create usable portions of the product in the making. They then deliver that usable portion of the product to the testers who then test that portion of the product to ensure that there are no problems with said delivered portion of the project and create test cases.

Throughout the life of this project I was able to be a scrum master. Being a scrum master I was able to see how everyone ranging from product owners to testers used different agile methods and techniques to build what we have built today. With the use of daily scrum meetings we were able to attack any questions or setbacks we faced. As I stated before we had a priority shift in the final week of the project but with using the agile method, scrum meetings and my emphasis on communication, we were able to tackle that obstacle effortlessly. Making sure myself as the scrum master made sure that all questions were answered no matter how major or minor they were. My constant communication with the product owner who was also in good communication with the customers we were able to effectively and efficiently take on this project.

Throughout the project's life, developers and testers worked hand and hand together to make sure the product was meeting the needs of the customer and user stories that were presented to them.The original project aim was to allow users to set preferences that suit them, set filters like price, mode of travel, locations and themes. When the project's priority shift was brought to our attention we got straight to working towards that new shift. The development team would look at our new user stories and were able to work on the new shift. Testers were on their game testing the new feature we were implementing. Using the agile method throughout this project life allowed us to be able to adapt to those changes and priorities and continue working efficiently.

Me being the designated scrum master in the project I had a key role that would make or break not only our team but the project. Through extensive communication between myself and the product owner down to the testers allowed us to successfully meet the customers expectations and deadlines. Through the daily scrum meetings, being able to ask and answer questions and discuss setbacks thoroughly played a crucial role in this project's completion and success. On top of those daily meetings, the use of a radiator also played a key role in the communication in the team. Throughout this project I wanted to make sure that no one was in the dark about anything along with no unanswered questions.

Overall, the use of the agile method rather than the waterfall method was something that allowed for the success of this project. If we had gone with the waterfall method, the team would have to have waited for the completion of each module before anyone could move onto the next module. When the project’s priority changed to detox and wellness travel, if we had been implementing the waterfall method we would have not been able to meet the customers deadline. The agile method allowed myself and the team to stay in good communication with each other. Being able to track and adapt to any and all changes that were presented to us. Although there are not many downsides from this project with us using the agile method, I would say the only thing that would be a con for this method is the quality of life for the team, having to work extra to meet the project's deadlines, especially when the project's priority shifted. Looking back now that the project has completed, I do believe that this project was able to be finished in the time the clients wanted and the changes that they wanted were implemented in a timely manner because of the use of the agile method for the SNHU Tavel development project.