Module Seven: Sprint Review & Retrospective

# **Software Development Lifecycle**

Version 1.0

Ronny Z. Valtonen

As the Scrum Master, this is the sprint review and retrospective for the scrum-agile team that specifically contributed to the success of the Southern New Hampshire University Travel project. This review’s goal is to summarize, analyze, and draw conclusions on the work completed by the team. I will address each of the following: How various roles on the team helped, how a scrum-agile approach helped each of the user stories, how scrum-agile helped the completion of the project and how it changed direction, the ability to communicate with the team, evaluation of organizational tools and finally, assess the effectiveness of the scrum-agile approach for this travel project.

Let’s begin by *demonstrating how the various roles on the scrum-agile team specifically contributed to the success of the SNHU Travel project*. The product owner was responsible for ensuring the value of the product and the work by the development team was as high as possible. It was important to maintain the vision of the travel project, which the product owner did well by developing a product backlog. Not only this, but involving end-users and stakeholders by developing emails directly to them respectively, this assisted on getting specifics on user stories from end-users to help the development team. The scrum master was responsible for ensuring the team members understood the needs and enactments of the Scrum; this was done by adhering to Scrum theory. This assisted the SNHU Travel Project succeed by ensuring positive development during and at the end of each daily scrum. The developer(s) were the professionals that did the work of the deliverables. Without this team, there would be no SNHU Travel Project to even begin. They decided on how to turn the backlog the product owner created into working solutions. Finally, the testers played a vital role in ensuring the product that the developers create not only works, but adheres to the product backlog, the user-stories and the stakeholders’ suggestions. Every team member is important for a scrum-agile team, and each member during this SNHU Travel Project adhered to the scrum theory well.

Next, we *describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion*. A Scrum-agile approach as many methods of estimation to help complete user stories, in this SNHU Travel Project, we mainly used the planning poker estimation practice due to its ease of understanding and efficacy. It promoted team collaboration and encouraged all team members to be a part of the estimation practice, allowing each team member to know when a user story is expected to be completed. It also allows all team members to voice any clarifying concerns, which leads to more accurate estimations of user-stories. Even outside of this specific project, planning poker estimation is very useful at my work, being able to estimate basically the exact amount of time that a series of tests will take. However, due to this estimation project, a team member may bring up concerns that another team member may not think about which could increase the amount of time the series of tests will take. Now, *a scrum-agile approach supported project completion when the project was interrupted and changed direction* by sending the appropriate emails to stakeholders/end-users/project masters. Sometimes the project master may not have been part of every scrum, but developing a method of including the project master in each team meeting was important to the success of the SNHU Travel Project. This also *demonstrated the ability to communicate effectively with my team.* By communicating concerns with each team member, we ensured that no team member goes blind. Creating the appropriate emails to the project master, created a connection with the project master to the teams. The developers sending emails to end-users and stakeholders ensured that the developers knew how to continue. Emails between the developers and testers ensured they stayed in line. Communication of the testers with the developers is important because the findings of the testers of each unit-test and testing the project against the user-stories and project backlog, ensures the developers know what to fix.

*Evaluation of the organizational tools and scrum-agile principles* is important to the success of another project. Using ‘Slack’ was important as this brings everything together remotely. With Slack, emails aren’t the only way to get the proper responses from each team. Any team member can send a Slack message to the Scrum Master to get a clarification on anything. The testers can contact the developers for clarification on test cases or send suggestions for improvement or suggestions on what needs to be fixed. *The effectiveness of the Scrum-agile approach for the SNHU Travel Project* overall was a great approach as it ensured the efficiency of the team and kept everyone aligned on the project's direction. Some estimation practices can be a con to this approach, due to mis-estimation. Thus, the scrum-agile approach was the best approach for the SNHU Travel development project.