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CS-250 Software Development Lifecycle

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Final Sprint Review and Retrospective

The SNHU Travel project consisted of several team members that contributed at different levels to complete the product. We used the Agile method to achieve our results for this sprint review and retrospective. The roles for this review included a Product Owner, Scrum Master, Developer(s), and Tester(s). These roles worked collaboratively and independently within their responsibilities.

As the Scrum Master, I lead events such as the daily scrum meetings, the sprint planning, and the sprint review/retrospective. This allowed for the team to be flexible, have more ownership, and more personal accountability. Our daily scrum meetings facilitated the team to collaborate and discuss what everyone was working on and if there were any opportunities that could be a risk to the project. It helped develop transparency with the team and provide accountability with each team member. Sprint planning allowed the team to have clear goals that the customer was able to provide to us. One example from the travel project was our customer wanted to change the type of vacations that need to be on the website such as detox/wellness for recommendations. Agile methodology allowed the team to adjust the product backlog without causing major delays.

One of our first User Stories to complete was our client wanted to create a travel profile based on their travel preferences. This also led to a second User Story that would include top destinations based on popularity and price range of their choosing. This created our third User Story of the top 5 destinations. The team had worked on this product with good results and when it was presented to our clients, they wanted to change the type of vacation available, which was the detox/wellness type of vacation.

This was a change of direction that our clients wanted to see on our website, and we had to quickly pivot to change our product. The product owner informed the team of the change and added another User Story to the Product Backlog. As the Scrum Master, during our daily meetings, I used a white board with sticky notes to show what the team has completed, not completed, and anything new that was added to the project. We used several tools that allowed the team to communicate better. We did face-to-face communications, daily stand-ups, white boards, and emails. The team was able to create a product that the client wanted based on their feedback to our product owner.

A pool with chairs and palm trees

Description automatically generated

\*This is the product that shows the ranking, destination place, brief description, and a large picture of the destination, header on top of the page describing the site location.

The pros and cons of Agile methodology for the SNHU project.

* Pros
  + Flexibility
    - We were able to adapt very quickly to requested changes from the client
  + Team was open-minded
  + Immediate feedback
  + Customer collaboration throughout the creation of the product
* Cons
  + Lack of predictability
    - Client made changes during the sprint as an example.
  + If the team is not aligned, product could be delayed

The Scrum-Agile approach was the way to go with this project. There were changes that needed to be made during the cycle of development and that couldn’t have been done if we had gone with the waterfall method. The client provided very good information and feedback that allowed the team to stay creative for the website.