**CS-250 Software Development Lifecycle**

Final Project: Sprint Review and Retrospective

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During this course for Software Development Lifecycle, I took on all the different roles that make up the Agile Team. One of the roles was that of the Scrum Master. During this week I learned how to take on and achieve this role. The role of a Scrum Master is very important because they are responsible for establishing rules and the schedules for the team. The Scrum Master is also responsible for overseeing the daily meetings where each member of the team learns what has been done, the current progress and the future of the project. These meetings are important to help the team stay on track and to continue moving forward as everyone learns how the other teams are doing and the status of their sprints. To determine the next steps this will be worked out between the Scrum Master and the Product Owner.

Moving on to the next role of Product Owner, I learned that they are the face of the team. This is because this role constantly is in contact with the client, understanding their requirements of the software. In week three we went over user stories with the Product Owner. This showed how important that these stories truly are. Since the Product Owner is the on in contact they can get these user stories and relay them back to the team. This way the team can know exactly what the client is looking for. This is very important as this is the foundation of the whole project.

The next role is a Tester. This role can be carried out by anyone in the team. However, if the project is very large then there is normal a specific group of people for this role. The tester works closely with the developers to provide the continuous support throughout the development stage. They also work closely with the user stories this way they can know what a pass and fail requirement. This was something that in week four that I saw greatly. I saw how important this role is in the Agile team because if you do not know what is passing and failing then how do you know that you are doing it right.

In week 5, I learned about the role of the Developer. This is one of the main roles in a Scrum Team. The developer is responsible for developing the requirements of the client. This is another reason why it is so important that the user stories have a lot of meat to them so to speak. This why the Developer can know what to work on. Then pass it on to the testers and so forth. This role sees fast response times for the work that they are doing and in turn makes them the most benefited out of the Agile Method. In week 5 one of the bumps in the road was how the Product Owner changed up the way that they website was supposed target the vacations. Like I said in my journal that I think that it would be important for the Product Owner to ask the Users what their definition of detox and wellness was. This goes back and forth to knowing what the user wants to put out the best quality product.

When using the Scrum-agile approach, it makes it much easier to bring the user stories to completion. Like stated previously the Product Owner will get the user stories and has the responsibility to get the to the team. Here the team will decide on which practice they will use and will the priority of the task. This also comes with figuring out the time frame for the task. Everyday there will be a daily scrum meeting with the Scrum Master, and they will decide what to work for the sprint at hand. This will be a rinse and repeat for the short sprints that happen until the project is complete. This Scrum-agile approach makes the flow that much easier to get, receive and develop the user stories into completion.

When looking at changes to the project that may happen the Scrum-agile allows for this to happen without many hiccups. If new changes are made, we would add them to a backlog after deciding what the priority level on them was and the length that it would take to complete. This allows for us to stay on track with the top priorities or focus on the new ones if the level is high in priority for them. The tester will then run with what the developers have done to check the pass or fail requirements. This cycle of flow in the Agile method allows for new changes to be brought in and not have to start the project over again.

Communication in any field is important. When communicating effectively and appropriately the task can become simple and be done in a swift manner. This way everyone is on the same page. During this course I wrote an email asking the Product Owner if we could ask the users what their definition of detox and wellness. In this example it is important because while the Product Owners important, it ultimately comes down to what the user stories want. Another example I have is from personal work. We released a new software program at work. While I was technically working as a medical technician our Scrum Master was present for the soft launch. We were one of 12 location that went live out of 74 total in the nation. While we were working with the program I was able to communicate fast and effectively with her and show her what adjustments can be made to help us accomplish our mission every day. This team that develops our software runs in an agile method. Even though they are not in our location anymore I can say that they are an email away to meet our needs. This is encouraging not only to the team to see what we need to accomplish the mission but also encouraging to the user like myself in this case to be able to complete our mission of processing people for the military.

The Scrum-agile apprach tools can assist in many ways for this type of aproach. Our tools are the user stories, scrum boards, sprint backlogs and more. The User stories allow the team to break down and measure the work they will be doing. Each task will have a time limit that will set the pace of the sprint. These stories can also provide the pass or fail requirements for the testers. Scrum boards track the sprints. Each board will have the user stories that will be worked on during that sprint. After the sprint the team can come back to the board and review what has been done and what is left to do. The sprint backlogs will also have the user stories and task that are completed. The user story will be selected during planning and then be moved to backlog. This lets the Product Owner and the Scrum Master keep control over the planning and organization. This also allows for collaboration between members of the team. This helps with allowing the pace to keep on track.

The Scrum-agile approach is an effective way to work through the SNHU travel project. It gives us flexibility, simple, transparent and allows for a better output. In our project we saw a major change for the direction of the project. The flexibility allowed us to tackle this change head on and not interrupt that work that has been done and will continue to be done. Being transparent allowed us to work closely together and promotes positive relationships and better morale. While there are many positives in the Scrum-agile method there are still some cons. One of the downfalls of this approach is that it consists of many meetings. While this can still be a great thing as it keeps everything on track it takes time away from the project itself. Every member of the team has an important role. If one person is out for an extended time it may put strain on the project. If there is a larger team to try and overcome that then it may lead to lack of communication and problems working together.

Overall, this method was the best to tackle the SNHU travel project. We have a small team and were very flexible. The user stories painted a beautiful story to allow us to get the information that we need to succeed. Even with a huge project change it did not stop the work that was being done or needed to be done. The flow stayed consistent and were able to complete everything in a timely manner.