Software Development Lifecycle

Jared Bickler

Southern New Hampshire University

**Sprint Review and Retrospective**

The latest sprint has been successfully completed, and the team is prepared for the customary sprint review and retrospective. This session will cover our achievements, areas for improvement, and the next steps to maintain progress. As the Scrum Master, I facilitated effective communication among team members and ensured the sprint proceeded smoothly.

We implemented several valuable practices, including daily stand-ups, which allowed everyone to address concerns, share accomplishments, and communicate openly. Initially challenging (due to the team’s unfamiliarity with the concept and lower comfort levels), these stand-ups became more effective as the sprint progressed and the team members grew more comfortable with expressing themselves. Outside of stand-ups, we kept everyone in the loop via a centralized Scrum board, and with software for tracking sprint progress (for teams not in the same geographic location).

Our product owner aimed to gather client input through focus groups and meetings. They reviewed features developed by the team and made adjustments based on current industry trends and changing shareholder goals. Direct discussions between the Product Owner and the development team helped facilitate a smooth transition. This allowed us to accommodate shifting from a generic travel website to one focused on wellness retreats and vacations within our current sprint.

The development team, working closely with testers, created robust software which was then critically tested to provide feedback and bug fixes. As user stories were updated for wellness vacations, the team modified the expected outcomes and provided test cases for new features that would be required. At the end of the sprint, functional software was delivered to the Product Owner. This was possible only because the Agile approach, coupled with mid-sprint feedback, ensured that both high and low-priority features were completed on time.

Agile’s flexibility was also evident when incorporating feedback-driven changes, allowing for quick adjustments without losing momentum in the sprint. Modifications to the backlog were possible, a significant advantage over the waterfall method. I played a crucial role in maintaining smooth communication between the team by facilitating the daily stand-ups and running the Scrum board.

While there are significant benefits to Agile, there were some challenges presented. Some individuals may struggle in a leaderless environment, and require assistance when switching to the self-sufficient framework presented by Agile. As the Scrum Master, it is my responsibility to accommodate these individuals and provide assistance when possible.

For the SNHU Travel project, the Agile approach proved to be the most suitable, as evidenced by the team’s quick adjustment to changes requested by the Product Owner during development. The ability to break down user stories into deliverable features and provide immediate feedback was instrumental in providing a workable product within the time allotted. The waterfall method, if used, may have delayed delivery of the final product due to rework requirements, and may have also failed at meeting all the requirements due to changing user stories. Agile was certainly the best approach for this project.