**Sprint Review and Retrospective**

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Each role of the scrum-agile team helped to contribute to the success of the SNHU Travel Project. The scrum master laid the framework of the project for the scrum team to begin sprint planning. In reference to the slideshows, the scrum master led the meetings and kept each member on task. As a scrum master on a one-man team, I simultaneously practiced scrum master to whichever role I was fulfilling by keeping on task and appropriately updating product backlogs, user stories, test cases, and development tools so the “team” can efficiently work together. Even now I am playing role of scrum master as I conclude the sprint with this review and retrospective.

As product owner, I met with clients to produce the product backlog based on the user stories I created from meetings with the client. These product backlogs were workable templates to instruct the team on what the goals were and how they were prioritized. This work allowed the tester to then create test cases on criteria matching the product backlog. The tester created test cases from user stories to conjure passing or failing tests to dictate the progress of the desired features. The tester also communicated with the product owner to further understand exactly what the client desired when a user story may have turned out to be vaguer than first thought. As the developer, I utilized the test cases and product backlogs to program and edit the source code of the product to output the desired product.

A scrum-agile approach to the software development life cycle was vital to the completion of the user stories provided. The agile methodology encourages collaboration of people, as displayed through the interrelations between each member regarding their portion of the sprint. There was no complicated documentation, and instead focused on the customer interaction to produce a working software that would satisfy the customer. The scrum team utilized these ideas to perform the sprint as previously described, and effectively adapted when the customer had a change of plan. When the customer decided to change pace and offer the most trending vacation package, detox vacations, the scrum team quickly adapted. The product owner met with the clients again and created new user stories. The scrum master led the meeting that then conveyed the new plans to the rest of the team, where the developer and tester could acclimate to the changes. Luckily, the only changes needed to be made were the actual destinations, not the way they were displayed, so the changes were easily made by the developer, and the tests could then be easily altered to accommodate the changes. As the developer, I simply edited and commented the lines of code regarding each top five destination and its description to produce the changes.

Despite working alone, communication was key throughout the project. Since working alone, I relied on my own previous work to communicate with myself, such as the product backlog. My methodology is simply a self-serviced information radiator as I created my own templates to work from and track progress, encouraging collaboration with myself as the various roles. I created user stories from the scenarios given, which I then used to create test cases. As the developer, I utilized those user stories to create the ideal top five destinations for the client. When ideas changed, I repeated the process and adapted in each role to once again achieve the clients’ demands.

Scrum-agile principles helped me as a one-man team be successful. I was “committed” to the project, remained “focus” when the clients’ desired features were unclear, “open-minded” when it came to what the client wanted and changes made, “respected” myself in the various roles by constructively working from my own templates, and had the “courage” to ask questions when needed and to perform my job effectively. The organizational tools were another primary reason I was successful. My own file folder ended up being my “information radiator” as it contained all the information I was updating and later reviewing for further use. Communication between myself from the user stories, product backlogs, and test cases, to standups with the clients, to the various scrum roles performed fulfilled a larger purpose, to produce the best product for the client. Even when working alone, communication is important, one cannot simply rely on remembering conversations and ideas and must document the changes to communicate with others, or yourself if you are a one-man team like myself in this scenario.

I believe the scrum-agile approach to the SNHU travel project was largely successful. The pros of the approach were that I could effectively work as a one-man team. On the contrary, as a one-man team, I had to work the sprint consecutively rather than in parallel with other team members. The purpose of the approach is to effectively produce efficiency in small teams. So, this could mean that perhaps this was a slower method to work alone as it is quite thorough with the customer. Another pro to the approach is that there is an explicit framework to work from, such as the user story templates, which greatly simplifies the expected goal into something achievable, which is also great for one person to work from. Despite the potential for a slower pace, I still feel this approach is ideal because the project is compartmentalized into workable portions. For this project, this approach did feel appropriate and necessary, especially when it came time for the interruption of the types of destinations. The updates were easily implemented into the project thanks to the fact that the sprint is portioned out.

**References**

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