Madeline Meyers

October 16, 2022

CS 250 Software Development Lifecycle

Trevor Hodde

Sprint Review and Retrospective

Each of the roles contributed to the success of the SNHU Travel project in their own ways. The Scrum Master helped organize each of the Scrum meetings where the team was able to meet and discuss any issues that they may face as well as if there were any changes to be made to the project. The Product Owner contributed by creating a product backlog of user stories that helped direct the developers and testers as they were implementing the features of the program and they also helped communicate changes in the project quickly which allowed development to continue smoothly. The Tester was able to interpret the user stories from the product backlog and create test cases for the developer to follow as they implemented features requested by the users. The Developer was able to quickly implement features, comment their code to ensure readability and they also were able to quickly implement different features once the project had a major change in the required features.

The approach taken in this project helped the developers to implement the features in the user stories by the developers working with the testers and communicating with the product owner. Because the testers were in communication with the product owner they were able to get a clear picture of how each user story should be implemented and thus were able to create test cases for each feature. They were also able to ask for clarification of how features should be implemented when details were too vague and could have stalled development.

When the project was interrupted by changing from a top five destination list to a top five detox and wellness slide show we were able to work through this change and continue development smoothly. This is because the change was able to be communicated quickly to the development team and testers and because with an agile approach we did not have to start development over due to these changes. Instead, the developers were encouraged to change their code to implement the new features and work towards their new direction.

The team’s communication was demonstrated by the usage of the Scrum meetings where the announcement of the new direction of the project was able to take place and thus allow the testers and developers to understand their new requirements. Communication was also encouraged by the product owner if the testers or developers had any questions, and this was taken advantage of by both testers and developers when they had questions about how certain features were expected to function. This communication also encouraged collaboration because the team was not afraid to communicate with the product owner and they were able to work together to implement each feature required in the project.

The main organizational tool we used in this project was the product backlog which helped the product owner to organize the user stories and what the required features of each story. The main method of communication was face-to-face communication with some usage of email communication when members were not available. These methods of communication allowed for quick feedback and clear communication of ideas. This is most clearly seen with our Scrum meetings where the direction of the project was held, and each member was encouraged to provide feedback on how they are performing and if they had any roadblocks they needed help with.

The pros of the agile approach are numerous, the team was able to clearly communicate, the product owner was able to share what users were expecting from the project as well as communicate the change in direction, development was not halted due to the change, and collaboration between each of the members was encouraged which allowed development to move quickly. The main con of using the agile approach was that the initial transition to the agile methodology allowed for some confusion from members of the team and without a good Scrum Master the confusion may have been worse. Because of the ability to quickly switch the development focus and improved communication between all of the members of the team I would say that the agile approach was the best approach for this development project. Because we did not have to halt our development we were able to keep our development schedule as we had initially planned. We also were better able to work out what was expected of each member and what each member was working on in each week of development.