**Sprint Review and Retrospective**

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CS-250: Software Development Lifecycle

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In the project for SNHU Travel, there have been four distinctive roles: Product Owner, Scrum Master, Developer, and Tester. This is the basis of a Scrum-agile team. The product owner manages a product backlog and defines user stories. Their role is to maximize the value of the product by communicating with the client and creating user stories to help define what needs to be done. An example of this is when Christy, the product owner in SNHU Travel, communicates with the clients to get an idea of what features should be implemented. Those features are translated into a user story that will be used by the development team. By talking with clients, Christy was able to decipher that as an end user, I want to have the top destinations listed for me so that I can choose popular destinations. She converted users wants into stories in the form of as an end user, I want [feature] so that [value]. The scrum master helps facilitate the team using methods such as the daily scrum. Their role is to help assist in the self-organizing and self-management skills of the team to help achieve their goals. An example of this would be the daily scrum, which lasts fifteen minutes at the same time and place. The scrum master’s daily scrum questions are: What did I do yesterday? What will I do today? What impedes me? These questions are asked amongst the team and helps the team get an idea of how much work has been done, what to focus on today and what foreseeable problems can be solved. The developer does the coding, taking the user stories from the product owner and converting that into working features. An example of this would be creating the user interface and functionality of the SNHU Travel project’s top five destinations for vacations. Their role also closely interacts with the product owner when receiving change of views in clients and the testers. The tester debugs the program that the developers make and compare it to the user stories’ values gained. They check to see if their experience matches what a customer wants to experience. An example of this would be in module 4, where I made test cases based off the user stories. The importance of test cases is to show what the result should be and how prioritized it should be.

The software development lifecycle in scrum-agile methodology deals with smaller development cycles when compared to waterfall. These smaller cycles help shape the product, from forming user stories, to making code, to testing and debugging, and receiving feedback. Christy in the SNHU Travel project first talked with clients to see what features they wanted and what value they got out of it. Christy would convert the information she got by talking with the clients into user stories that would be taken up by the developers and testers. The developers would take the user stories and code the features that the clients want while the testers would debug and test to see if they gain the same experience as what the clients want. The scrum master makes sure everyone is on task using things like the daily scrum and Kanban. The end product would be reviewed by the clients and would give feedback or more features, repeating the cycle.

Christy had to gather the team once and explain that instead of just regular vacations, a study showed that wellness and detox vacations were rising in popularity. The client’s needs had changed, and the project also would have to change. The team was disheartened thinking that they had to throw away everything they have done, but Christy had to explain that they are just working with what they already have and building on it. The developers would end up taking their old code and just adjusting it to the new guidelines. Same with the testers, they are now testing for a new experience that the clients want. The end result is a more refined product compared to the previous iteration.

Throughout the project, there were several forms of communication being used. The most common one was just through email, asking basic questions or clarity over a concept. Every member of the team communicated with each other effectively to keep the project going. In the discussion, I talked with three other members about using different kinds of communication methods such as using Microsoft Teams. Even just the daily scrum was good communication as it helped reinforce working together and covering each other’s weaknesses. An example of this would be if the developers and testers worked together to iron out and problems or bugs, the developers could help the testers with automating tests, or the testers can help the developers refactor code.

I believe that using Kanban was essential to getting the job done. On top of using Kanban, being able to properly estimate the workload through estimation techniques such as story points helped plan each session. Some of Amazon’s principles of Scrum-agile came in handy. The two pizza rule was one example being used as the team was small, but could probably finish two pizzas. Being adaptable and constantly changing is another principle that was applied as sometimes things would change drastically. The client could change their mind about wanting a website that scrolls through content. Instead, they may want that content to be shown like a slideshow for a better experience.

I believe that the Scrum-agile approach was the best approach for the SNHU Travel project. Compared to the waterfall methodology, agile has more communication with the entire team and clients. The extra feedback and smaller development cycles helped refine the product. In terms of cons, agile can be more resource intensive since constantly adapting and receiving feedback can ultimately change the product vision. It can take longer due to how many changes that can happen. A client could ask for something simple and using the waterfall method could save time and effort. The product would not be of better quality but if time is an issue, waterfall can get a product out quicker. In the end, I think the customer is always right. A product is usually rated by its user experience and a product made from agile methodology with always be better quality than waterfall methodology.