**Sprint Review and Retrospective**

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There are various roles in the scrum agile method. All of these roles are required for the scrum agile team to work cohesively and be productive. There are four roles in the scrum agile method, they are the scrum master, the product owner, testers, and developers. The scrum master was in charge of the scrum team ensuring to hold them accountable during sprints and reaching objectives. The scrum master helped in the Southern New Hampshire University (SNHU) travel project by ensuring that the backlog and user stories are defined and detailed for the development team to start working on. They stayed in close communication with the product owner and the development team by ensuring they knew what the customers were asking for and providing detailed explanations to the development team. The scrum master was also responsible for setting up the scrum meetings ensuring all members were kept up to date with their product goals and user stories. The scrum master also prepared a list of questions for the sprint retrospective getting comments and criticisms about the process and where the process could be improved.

The product owner was a major part in the SNHU travel project. They were responsible for communicating with the customer about their needs and requirements in the product. The product owner would then send those needs to the scrum master so the scrum master could start developing the user stories to pass onto the development team. The product owner also had to keep an open communication with the customer and stakeholders, informing them of updates in the project and getting their input of how the project was going. The product owner was also able to manage all conflicts that arose. For example, the customers needs changed in the middle of development and the product owner was able to effectively communicate that back to the scrum master and the development team.

The next team member would be the tester. The tester was responsible to ensure there were no bugs in the program and that the user stories were met. They needed to ensure that the program met the customer needs and requirements. If they found any bugs or something that wasn’t meeting the customers needs and requirements they were to let the developers know so they could fix it and resend it to the testers. In the SNHU travel project, the user stories the testers received did not have enough detail in them for the testers to completely ensure everything was met. They sent an email to the product owner in an attempt to clarify some parts of the user stories.

The developer played a big part in the completion of the project. They were the ones responsible for creating the actual code and program to the needs of the customer. In the middle of development the product owner requested a change in how the project will work but did not give much detail in exactly what they were looking for. So instead of wasting time coding something that might be rejected the developer reached out to the product owner and testers to get clarification on what they wanted the project to look like. The developer was able to keep up with the changing environment and code according to the needs of the project.

The scrum agile approach to the Software Development Lifecycle (SDLC) helped the user stories to completion. With the scrum agile approach the team was able to make on the fly edits, not needing to stop the project completely to refocus their attention to the changes requested by the customer. If we were using the waterfall method, every change we would make would require us to go through the whole process again which would then take more time to complete the project. In the SNHU travel project, the development team was in the middle of programming the program according to the user stories received. However they received new guidance from the product owner in changing how the program appears. With the scrum agile approach, they were able to start the changes almost instantly.

I was able to effectively communicate with my team mates to help this project succeed. I was able to do this by responding to their posts in the discussion board and answering questions if any arose. I ensured that they knew what I liked about their posts and their roles in the project.

One organizational tool that I view as extremely helpful when communicating and planning with your team is Azure Boards. With Azure Boards, you are able to ensure your team stays on track meeting the sprint goals and seeing where your team is at in the development process. It gives the team a place to plan, track, and discuss their work so the product owner and scrum master can keep track and stay updated on the progress of the project.

With the SNHU travel project, the scrum agile approach was taken. This allowed the team to openly communicate with one another asking for help when needed. It allowed the project to be updated in the middle of development in accordance with the customers needs. While this is good, it also put a lot of stress on the developer as he would have to change the code and program to meet the new requirements while also staying in the due date range. If the waterfall method was used the change would have took a lot longer to be implemented, as the team would have to go back a few steps before implementing the change.

I think the scrum agile approach was the best approach to take for this project as it allowed the team to stay agile with the changing customer requirements and needs. This approach allowed the team to stay on time with the project even with changing requirements.