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Software Development Lifecycle

Sprint Review and Retrospective

Project: SNHU Travel Application

Role: Scrum Master

Company: ChadaTech

For the Scrum-Agile Team to work to develop a working and usable software each person had their own role to play in creating this successful application.

- The Product Owner: Created a bridge between the scrum team and Investors, as well as the product owner themselves.
- The Scrum Master (me): Facilitated daily-standup, sprint planning reviews and retrospectives. Ensuring the team stayed on track to meet the desired end goal while keeping aligned with agile principles.
- Development team: This collaborative team working together creating the features requested from the scrum master and product owner. They remained organized setting and achieving daily goals. Communicating with the team including the Scrum Master should any difficulties arrive. The team used things such as User Stories to guide them on how the product criteria should be completed.

User Stories were provided from the Product Owner. During this process the product owner interviews 3 SNHU traveler users asking them specific questions such as “If we were offering updated tools what would they like to see?” From there the product owner gathered these stories into a document rating them from small , medium or high priority as well as the size needed to complete the tasking. Size meaning was it a simple change or a more complex change that would take longer to complete. The document was presented with the “User ID” for the SNHU travelers each having their own ID. Priority, size and then a title indicating what the change would be. The User stories were then placed into two columns , 1 being what the user would like and the second column being the steps/ description of how this request could come to life for the development team to work on. With Agiles approach it allowed us to break down complex requirements into manageable user stories using Sprint, Daily stand ups to check in to see what was completed prior to today, what the development team would be working on today and if there were any hiccups while creating the new product. Our hiccup in creating this product was that one there was not enough details within the user stories document, our Tester (Brian) would email the product owner with specific questions to either answer us directly or ask our SNHU traveler users which the product owner would put and update the user stories directly. Doing so we were able to gather more information for the development team to create the best product with the new information given. Another hiccup we encountered was during one of our meeting between the product owner , scrum master and development team. The Product Owner informed us that Management discovered a new feature that needed to be at the highest priority , meaning the development team had to stop what they were doing currently and focus on the new main goal, all while keeping the same deadline for the product. With the changed and new additions

added onto the product mid-way were still successful due to Agiles constant communication base between everyone on the team. Agile, other than getting the job done in a timely manner, focuses well on a centered communication system with everyone involved. Different from waterfall it allows for developers and the rest of the team to circle back, and make changes wherever necessary if needed. Which in this case due to managements late change for the product development, this part of agile was used along with other aspects in Agile. Returning back to Agile communication standards, Daily Stand-Ups : each morning , the team shares progress, blockers and daily goals. Slack Updates such as goal reminders aka sprint goals, helps the team stay organized. Sprint reviews were encourages to the team which were demos of the product. These practices created a unified team , helping everyone stay on track and build morale. Communication is a way in Agiles process that we stayed organized throughout the entire process. Other than communications tools such as Mira were used to manage the backlog , sprint planning and tracking user story applications. These Scrum events as mentioned before (Sprint planning, Daily-Stand-Ups and Sprint retrospectives were also effective in keeping us on track and aligned with our evolving goals.

Despite the challenges, the Scrum-Agile approach was highly effective for this project. It enabled continuous delivery of value, responded well to evolving client feedback, and fostered a strong team culture. In contrast, the waterfall model would have limited our ability to adapt quickly and might have resulted in a product that didn't align with client expectations by the end.