**Sprint Review and Retrospective**

**Final Project**

Jordan Bankston

Southern New Hampshire University

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Professor Jasmine

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**Applying Roles:**

The efficacy of any Scrum-Agile team relies on explicitly delineated roles that facilitate collaboration and task alignment. In my experience with the SNHU Travel application project, three critical roles—Scrum Master, Product Owner, and Development Team—were essential in creating a user-friendly platform that enabled users to explore destinations and organize their journeys effectively.In my capacity as Scrum Master, I conducted daily stand-ups, sprint reviews, and retrospectives. These meetings helped the team stay aligned on short-term sprint targets while maintaining focus on the overarching project goals. During a sprint, the development team faced an obstacle while integrating destination photos with the search capability. By promptly detecting this issue and organizing a time-constrained workshop, the team cooperated to address the integration problem without postponing other scheduled activities in the sprint.

The Product Owner was crucial in overseeing and prioritizing the product backlog. This guaranteed the prioritization of the most essential features, aligning with stakeholder expectations. During preliminary feedback meetings, stakeholders underscored the significance of search filters for destination categories, including price, popularity, and trip dates. The product owner prioritized these items early, enhancing user experience and mitigating the risk of late-stage modifications.

Finally, the development team, consisting of developers, testers, and UI/UX designers, autonomously formed to utilize their expertise and provide incremental product enhancements. The team allocated duties including the construction of the destination display interface, the execution of backend database queries, and the facilitation of seamless navigation. The team regularly produced functioning features at sprint reviews by concentrating on small, attainable objectives throughout each sprint.This clearly delineated role structure—enabled by Agile principles—ensured efficient communication, smooth cooperation, and ongoing advancement. The SNHU Travel application effectively offered a platform for users to examine destinations, investigate travel possibilities, and experience user-friendliness.

**Completing User Stories:**

Within the Scrum-Agile paradigm, user stories serve as the fundamental components that link user requirements to implementable development activities. We employed a user-centric methodology in the Software Development Life Cycle (SDLC) for the SNHU Travel project, articulating all requirements from the end user's viewpoint. Every user story followed a straightforward structure: "As a [type of user], I necessitate [a specific feature] to attain the desired outcome."

For instance:

“As a traveler, I must categorize destinations by cost and availability to identify optimal travel options within my budget.”

This systematic approach enabled the team to concentrate on developing products that directly provided value to users. We decomposed extensive user stories into smaller, more attainable tasks within a sprint cycle to maintain project manageability. We prioritized critical narratives for completion in biweekly intervals during our sprint planning sessions. During one sprint, the team focused on developing search capability, enabling users to swiftly access filtered results. This iterative delivery afforded stakeholders early insight into the product, facilitating timely input and modifications.

To uphold a superior quality standard, we complied with the Definition of Done (DoD). We designated each user story as complete only after fulfilling criteria such as code reviews, functional testing, and adequate documentation. This ensured that we delivered no feature without meeting established quality standards.

The adaptability of the Scrum methodology enabled us to reassess and enhance user stories as the project advanced. Following the first comments on the search tool, we integrated supplementary filters such as travel length and user ratings to enhance usability. Through ongoing refinement of these user stories, the team guaranteed the prompt delivery of features that met stakeholder expectations and enhanced the project's overall performance.

**Handling Interruptions:**

Disruptions and changing requirements are inevitable in any project. The adaptability of Scrum-Agile was especially beneficial after an incident that entailed a mid-project scope modification. During the third sprint of our application, the client articulated a vital requirement: the integration of the app with third-party APIs for remote health devices. Instead of hindering progress, we implemented the Scrum approach to address this disturbance.

An emergency sprint review meeting was held in which the product owner reorganized the backlog to include the new demand. The flexibility of Agile allowed us to transition swiftly while maintaining team morale. The development team executed a spike—a short, time-limited research sprint—to assess API compliance and implementation viability. We integrated the new feature by reordering the less essential user stories.

This example demonstrated how the iterative characteristics of the Scrum-Agile approach allow projects to adapt without jeopardizing the overall timeline.

**Communication:**

Lucid and efficient communication is fundamental to the success of a Scrum-Agile project. During the development of the SNHU Travel application, our team utilized organized communication mechanisms to establish alignment, address obstacles, and sustain progress.Daily stand-up meetings were a vital practice enabling team members to convey updates, address obstacles, and delineate their intentions for the day. These succinct, targeted meetings facilitated rapid problem-solving and teamwork. During a sprint, a developer addressing the destination display interface identified an issue where front-end design inconsistencies were impeding back-end integration. By addressing the issue at the stand-up, the team promptly coordinated a solution, ensuring that the work remained on schedule and aligned with the sprint objectives.To keep all parties informed, the team consistently documented and updated developments.

The team disseminated revised tasks and priorities across members to guarantee clarity and alignment when mid-sprint feedback required modifications to the destination filter functionality. This transparent communication averted errors and enabled the team to adjust to changes effectively without jeopardizing the sprint schedule.Sprint retrospectives were crucial in cultivating trust and promoting ongoing enhancement within the team. These meetings enabled us to evaluate successful elements and pinpoint areas for improvement. Subsequently, during a sprint, the team recognized that insufficient test automation had impeded feature validation.

Consequently, we emphasized the creation of automated test cases in the following sprints. This enhancement not only diminished testing duration but also augmented the overall dependability of the offered features.Through the integration of scheduled meetings, consistent updates, and reflective retrospectives, our team ensured transparency, addressed difficulties effectively, and improved productivity. This communication-focused strategy ensured alignment on project objectives, effectively delivering features that satisfied both user requirements and stakeholder expectations.

**Organizational Tools:**

The tools I employed, which included essential Scrum events—daily stand-ups, sprint reviews, and retrospectives—were helpful in preserving alignment and agility within the team:

1. These brief, time-constrained meetings (15 minutes) enabled each team member to communicate their progress, recognize obstacles, and delineate their tasks for the day. In a specific sprint, a developer voiced concerns about a dependency issue pertaining to API integrations. In the standup, the team deliberated on the issue and collaboratively modified the sprint backlog, designating a spike to resolve it. These daily reports fostered transparency, facilitated problem-solving, and assured uniformity across all participants.
2. Sprint Reviews presented the finished product increment to stakeholders for their input. In the SNHU Travel project, sprint reviews allowed stakeholders to assess features including real-time search capabilities and booking functionality. Through the collection of preliminary feedback, we enhanced user narratives and implemented requisite modifications to align with expectations. This iterative method ensured continuous improvement by closely aligning project milestones with stakeholder needs.Sprint Retrospectives:
3. Retrospectives were essential for evaluating the sprint process and recognizing areas for enhancement. These discussions developed a culture of accountability and education.

**Evaluating Agile Process:**

The Scrum-Agile methodology demonstrated significant efficacy throughout the SNHU Travel project, presenting numerous advantages and a limited number of disadvantages:

Advantages: The iterative framework of Scrum allowed for the integration of evolving needs without considerable delays.

Ongoing Feedback: Consistent sprint reviews afforded stakeholders the chance to assess progress promptly.

Transparency: Instruments such as Jira and regular stand-up meetings facilitated clarity regarding roles and duties.

Disadvantages

Time-Consuming Events: Regular Scrum meetings occasionally encroached onto essential development time.

Dependency Challenges: Integration with external systems created bottlenecks outside our team's control.

The Scrum-Agile methodology was the optimal selection for the SNHU Travel project as it facilitated swift adaptability to changes and guaranteed superior outcomes through incremental advancement. Conventional waterfall methodologies would not have effectively managed scope alterations, possibly resulting project delays and misplaced expectations.

**References**

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