**Sprint Review and Retrospective**

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The first Scrum event for the SNHU Travel project was the initial client meeting. The attendees were the client, product owner, and scrum master. The product owner first spoke with the client and established a rapport and outlined some of the client goals. The two then spoke with the scrum master. The scrum master was effective in defining the work that the scrum team will work on, developing a way to establish a niche vacation booking system, and suggesting the team composition. In this instance the roles required a product owner, tester, and a developer. The product owner noted in the meeting that her role would require she begin creation and prioritization of the product backlog. Each role in the Scrum-agile initial client meeting was mentioned and those in attendance were crucial to begin forming a solution to the client request. The product owner held a focus group with SNHU Travel users that helped to guide user stories created to ultimately establish what the composition of the initial product backlog would be. The tester contributed to the project by creating test cases for the user stories that outline what a solution to a particular user story should involve to be considered a solution. The developer contributed directly to the project by doing the necessary programming and also communicating with the tester and product owner in order to get a working solution as fast as possible.

A scrum agile approach to the software development lifecycle helped each of the user stories to come to completion quickly. Specifically, the project was not planning heavy outside of establishing what the client request was and doing some initial research with the product users. After the initial exploratory phases of meeting with the client and researching, the project soon directly began working on code to complete the client request. The formation of a team composed of the necessary parts to take on the project allowed the client request to flow through the factory type development environment. Although the project scope was changed during the course of the project, the nature of the scrum agile team allowed the focus to quickly shift to meeting the new client requests rather than having to renegotiate contracts or go back to the beginning stages of a waterfall project and begin documentation of a completely new project. The scrum agile framework allowed the team to seamlessly transition and meet the original timeline.

Effective communication among team members was crucial to the completion of the project. Some examples of this communication were emails between team members. The tester sent the product owner the following communication regarding establishing testing methods:

*To: Product Owner*

*Subject: Clarifications about SNHU Travel*

*Dear Product Owner,*

*I am working on the testing methods that will be put in to place to assure each of the user stories worked on will be appropriately vetted. I currently do not have any information about the current SNHU Travel application. The final project guidelines and rubric I was provided to learn about the project do not describe the current layout or functionality.*

*In order to test each of the user stories I would like any information you can provide about the layout of the application, even a basic wireframe, so that I can accurately describe the basic navigation between screens. Additionally, I need information about the account creation process, if one exists, to understand how to design tests of some of the user stories.*

The email to the product owner from the tester was effective in that it communicated to the product owner that, although the tester had been tasked with developing test cases, the tester hadn’t yet received the necessary information to accurately describe the navigation inside of the application. This oversight, if not communicated properly, could have resulted in lost time as the product owner may have assumed the tester had this information and the tester could have just assumed that intersystem operability was the job of another person.

The organizational tools and scrum agile principles that contributed to the success of the team included, first, a team charter. The team charter outlined the vision, mission, members, success definition, project risks, values and principles, and communication guidelines. Communication guidelines included Sprint Planning, Daily Scrum, and Sprint Reviews and Retrospectives. The communication guidelines were crucial in establishing a sense of team and outlining exactly what is expected of each team member. Although each team members work was done without a traditional management structure, the framework of the events are what established the flow of the project.

As far as the effectiveness of the scrum agile approach for the project development, the approach lent the ability to begin work quickly and also change direction when needed. These abilities were crucial in this project because it had a tight timeline of five weeks and was redirected toward the end of the project. The macro-oriented nature of the project opened some avenues for specifics to get overlooked, however the communication guidelines and practices reduced that vulnerability. Considering the timeline concerned with this specific project and later mid-project redirect, it is unlikely that a traditional waterfall approach could have efficiently completed this project. Losing time to defining the project in greater depth at the beginning would have resulted in a much later start to development work. Toward the end of the project the client decided to shift focus, and this would have resulted in a complete reset of a traditional project or even continued development of the first request because it was already contractually agreed on. I think the Scrum-agile approach made the most sense for the SNHU Travel project.