Sprint Review and Retrospective

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Throughout the project I have taken up the roles of a few of the Scrum-Agile Team roles. From the task of the product manager choosing which of the project’s points were important to do and organizing the work from most important to least. Along with the task of figuring out how big or small the size of the task would have been. Then I would come up with story points for one of each size: small; medium; and large and come up with ideas on what they would do. Without this the team would not have known what needs to be done and how big the tasks would be for the development team. Having organized the points I then went to developer making a list of the top 5 destinations that SNHU Travel would have. We use Java to develop the list with 5 of the most must see locations from around the world. Then we received a request for us to change it not only to a slide show but also to make destinations to match the new direction which were detox and wellness retreats. So, after we did that, we switched the locations, made the text more readable and sent it back to the client.

Completing user stories are easy in the agile-scrum model as they are designed by the project manager from ideas given to them from the client via the scrum manager. Then these stories are then given to the testers to refine and make it easier for the developers to understand what they need to code. Then after the developers code the stories it is given back to the testers to check and make sure that they are up to the standard that is need for them to be shipped off to the client.

The way interruptions are handled are through the project manager due to them getting all the information from the scrum manager on what the client wants so for example when the SNHU Travel wanted to change the destinations to wellness retreats it came from the client to the scrum manager to the product manager then to the development team. This makes sure that everyone is on the same page with the changes to the project.

Communication can happen via multiple ways in the scrum-agile system they can happen via email through the project team talking about what needs to be done and what needs to be fixed depending on if the testers are sending the email or the project manager is. Then there are the scrum meetings where everyone comes together and talks about what needs to be done or where we are behind on. These scrum meetings are where you can pick the brain from other teammates that could help you with things you don’t understand or coding languages you are not familiar with.

The main organization tools we use are just a simple excel spreadsheet as it is simple and easy to use and does not cost a membership to keep running to use. With a spreadsheet you can organize what jobs are important along with how big the jobs might be. With a spreadsheet you can do almost anything from statistics to managing time, you are just a few keystrokes away from organizing anything life throws at you.

There are many pros to using the agile system for the SNHU Travel project. Since this project is something that always must be worked on and is kind of a live-service type of project you need something that is constantly working on it to make sure that our travel site is up and running in the right order. Since this is not a project with some sort of strict deliverables at a certain timeframe it would 100% be the best way to work with the agile system instead of the waterfall method. One of the cons I would see is that you could have a constant amount of obstacles thrown your way as the client changes there mind on what they want the project to be, but that is what the system is for it is meant to be ready for change when ever it happens.