Sprint Review and Retrospective

Southern New Hampshire University

Course: CS-250 Software Development Lifecycle

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Firstly, The roles applied for the Scrum team: Scrum Master, Product Owner, Developer, and Tester contributed to the overall success of the product in varying and important ways.

The Scrum Master facilitated the scrum events such as, the daily stand up, sprint revies, and retrospective. They also helped remove any obstacles that was impeding the team. Constantly ensuring and promoting open communication and continuous improvement. They also mentored and coached the team in areas where their agile skills needed improvement.

The Product Owner helped the team deliver value to the business, stakeholders, and end users. They interviewed and got the initial requirements for the product to create a product backlog and user stories. They maintained the backlog and kept it organized and transparent so the team could stay focused. Defined clear and concise Acceptance criteria and responded quickly to any questions about clarification of the requirements.

The Developer contributed by keeping communication open and working collaboratively with the rest of the team. Participating in the scrum events such as the daily stand-up, sprint reviews and retrospectives so the team could grow and learn from each other. Implementing features provided to them in user story format created by the Product Owner, and asking for clarification if something was too vague. Maintaining a growth and continuous improvement mindset and asking for feedback of implementations, and helping the testers conduct test of implemented features.

The Tester contributed by ensuring product quality through the production of the product, by creating test cases, performing regression testing and providing feedback to the product owner and developers of any defects.

Communication and Collaboration amongst the team is at the forefront of completing user stories. The product owner communicated with the end user’s, business, and stakeholders to get the initial requirements to implement clear and concise user stories. Also, ensuring everyone understands the definition of done that was put in place, and prompting for clarification of requirements and acceptance criteria, and asking for feedback as soon as possible after a story has been implemented. Daily Stand-ups helped the team communicate and collaborate about the work they have completed and work they were planning on doing and if they needed any help. Sprint planning allowed the development team to not bite off too much work that they couldn’t chew in given in the sprint timeframe.

Handling Interruptions is where an agile approach shines over a waterfall approach. Frequent communication in the numerus facilitated scrum events: Stand-ups, sprint planning, sprint reviews and retrospectives keeps the team aligned and focused. The product backlog is heart of prioritizing work as needed. Using sprints or incremental developments on the product allows for shifts in product direction based on feedback from the end users/stakeholders.

During last week's discussion with planning our approach to agile, and what practices would be good to implement. My strong point in my opinion is that i was open to my fellow team members ideas and suggestions. I also believe that I conveyed my ideas cleary and concisely.

The organizational tool that helped me the most was Jira, it helped keep me up to date and on task. I was able to prioritize the work that needed to be done, and I could see updated information about the project from the others on the team. Sprint reviews and retrospectives, helped me grow in my skills and further my understanding of agile practices and approaches.

Some of the pros of using the Scrum-Agile approach for SNHU Travel was being able to pivot quickly when the requirements changed to list wellness and detox vacations, and including the potential end user in the project cycle with surveys and interviews we we’re able to pinpoint what features would bring the most value. The biggest con would be a lack of documentation and a focus on the short term. For example, when the list changed from a scroll box to a carousel style list there was a lot of code changes that needed to be done. When clarifying that up front could have saved a lot of time, or at least designing the api in a way to support different styles of lists.

It’s in my opinion that agile and waterfall both have their strengths and weaknesses, thats why you shouldn't strictly abide by one or the other instead blending the two to the project needs is the best approach. UI/UX should have probably been in the survey a fast prototype presented early on could have lead to less work in the long term. I do believe that an agile approach was appropriate for this project because of the market volatility of this style of app. However, more documentation and a little more upfront planning could have eased the development as well as the maintainability of the product.

References

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