**Sprint Review & Retrospective**

Bradley Brennand

Southern New Hampshire University

CS-250 Software Development Lifecycle

Professor V.

October 18, 2024

**Agile roles contributions**

The scrum master held daily scrum meetings and acted as a facilitator during those meetings. The scrum master also maintained project and team focus by eliminating outside distractions for the team. The product owner made and refined the product backlog, so the team stays on task. Product owners also met with clients frequently to ensure project demands were being met in a timely manner. The product owner acts as the liaison for the project stakeholders. Developers maintained high quality code which allowed for frequent and easy transitions to adapt project needs when necessary. Working with testers to build and ensure test cases were passing and delivering frequent working products. Testers ensured production of the product was passing test cases and were always attentive to changes made throughout the project. The entire team was working to ensure the overall goal was being met. Consistent team collaboration is what made the project successful along with well written user stories.

**Completing User Stories**

During SNHU travel project we created user stories using a very specific format from the agile methodology. The user stories are written by the product owner and are generally the who, the what, and why. A good example of this is “I'm an end user and I want to be able to click a link that shows me the top five travel destinations”. By creating these types of user stories gives the team a good idea of what they need to develop and know how to do it. By keeping the user's stories clear and concise it keeps the team focused and has less questioning of what the client is looking for. It allows the team to focus more on development and testing than continually consulting the client. This also avoids team distractions as the client will primarily deal with the product owner.

**Interruptions**

During projects there can be many distractions. The product owner has been responsible for helping maintain those distractions in order to keep the team focused. Some main distractions can be the client and the wanting to know the progress of the project. This is why adapting the agile approach offers more deliverable working products early in the project so that the product owner can display the progress made and the client can review and adjust their thoughts based on what's been delivered. As the agile approach is much easier to adjust code and has a greater flexibility to do this than the waterfall approach. The agile approach also has allowed the team better communication and collaboration during the project.

**Communication and collaboration**

During this project the team has really come together to share their ideas. Each role has had an important side to share on how and why something should be done. The team has really benefitted from the collaboration daily and has strengthened the bond of all members involved. The communication from the product owner and client made the user stories very understandable and made the adaptation of the project smoother. The developer and the tester worked together to code and ensure production was passing their tests. The scrum master facilitated the daily scrum meetings to ensure the team stayed on task and all roles were aware of their responsibilities and also ensured we had the tools needed to succeed.

**Tools**

Some tools used during the project were the agile principles, daily scrum meetings, and kanban backlog management. The main agile principles used during the project for the testers and the developers were “Continuous attention to technical excellence”. Maintaining excellent code structure allowed for project adaptability. Another principle the product owner will agree with is “The highest priority is to satisfy the customer”. The product owner deals with the client to ensure they like the product, but if they don’t, that's when the product can change or adapt to suit the client's needs. “Simplicity the art of maximizing the amount of work not done”. The scrum master promoted this principle to try and keep our minds and tasks as simple as possible. Tasks going too technical can cause delays and budget overages. The daily scrum meetings were used to educate the team on changes and promoted team collaboration as we were all able to share our successes and our struggles. We got different ideas from team members and were able to reflect and regroup together as a team. Using the kanban backlog management tool made tracking tasks easier. It allowed the team to see the progress made and unfinished tasks that still needed to be worked out. Allowing work progress to be evaluated easier and divided evenly. (Agile Manifesto, 2001)

**Agile evaluation**

The agile approach has made the project smoother. Some pros from the agile approach were team collaboration during scrum meetings, kanban backlog management to assist in task management and progression, team adaptation to project changes, and more working product deliverability in a shorter time frame. Some of the downfalls of agile were the lack of planning, allowing the team to run into issues along the way and needing resolutions before moving forward, and shorter time frames for task completions during sprints. The agile approach was the right approach for the SNHU travel project because it helped promote team solidarity, it empowered individual ownership of tasks and satisfied the customer's needs and wants with greater flexibility for the project in a faster time frame than the waterfall approach could have.

References

(n.d.). *The 12 Principles behind the Agile Manifesto*. Agile Alliance. Retrieved October 17, 2024, from <https://www.agilealliance.org/agile101/12-principles-behind-the-agile-manifesto/>