**7-1 Final Project Sprint Review and Retrospective**

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**Applying Roles:**

In this course, I took on the different roles of the Scrum team such as Scrum Master, Product Owner, Developer, and Tester to develop an application for SNHU travel. As the team was transitioning from waterfall methodology to agile methodology, I adopted the different principles of agile manifesto in my work as while taking on different roles each week. As a Scrum Master, I ensured scrum theory, practices and rules are enacted within the scrum team by setting the business vision, mission statement, project team, success criteria, project risks, project risks, rules of behavior and communication guidelines in the agile team charter template. As a Product Owner, I analyzed the user focus group animation to create the user stories from the user’s perspective and put it into the backlog refinement according to the priority and size of the task. As a Developer, I adapted with the changing requirements of the product owner and the stakeholders on my work while developing a product and used technical excellence and good coding practices for quality product. As a tester, I analyzed the product backlog given by the product owner to create the test cases with pass and fail measures which are needed to check for errors and bugs in the software. In this way, I assumed various roles of the scrum team aligned with the agile methodology adapting its principles and scrum events such as sprint planning, daily scrums, backlog refinement, and sprint reviews to deliver the final excellent product for SNHU travel.

**Completing User Stories:**

The Scrum-Agile approach let me create user stories in a user-centric approach through small and incremental pieces understanding the user’s need. The approach of “As a (type of user), I want to (perform some task) so that I can (achieve some goal)” changed the simple and exact user needs into the user stories which will be further used to build the software slowly in incrementally. The first part identifies as an actor, the second part wants to perform certain tasks, and the third part wants to accomplish some goals approach of Scrum-Agile standard is a concise way to define the requirement for everyone to understand. I used this approach to break the requirements wanted by the user into small chunks of functionality and create them into the user stories.

**Handling Interruptions:**

During the development of SNHU Travel, The Scrum-Agile approaches of flexibility, adaptability, and collaboration were adapted when the project was interrupted and changed direction. The developer and tester both had questions and confusion while in the development process and collaborated with the product owner to clarify the situation. As a tester, I revised the initial test cases into the revised test cases and as a developer, I modified the previous working software with new features adapting the changes in the software development process.

**Communication:**

After receiving the changes to be implemented in the software provided by the product owner, I emailed the product owner and made sure the tester is also informed about the changes going to be made in our product. The following is the transcript of that email.

*To: Christy (Product Owner)*

*Cc: Brian (Tester); Ron (Scrum Master)*

*From: Nicky (Developer)*

*Subject: Changed vacation type to Detox/Wellness vacation clarifications - SNHU Travel*

Hi Christy & the team,

*As I received new requirements and priorities from Christy, I am going to revise the codes that will fulfill the new requirements. I want to make sure all of us are on the same page with these new changes and make sure everyone is aware of this change. In the meantime, I need some clarification from Christy about this new destination type.*

*Do SNHU Travel wants only the Detox/wellness type of destinations or other types of destinations will also be included?*

*Are there any specific top destination sites that SNHU – Travel wants us to adapt while choosing these top destinations or I can choose it on my own?*

*Do you want me to set the default display as the number 1 Detox/Wellness vacation or should I set the top 5 vacations in a loop with few sections of time frame?*

*I will start to adapt the initial changes in codes according to the new requirements and will be for your clarifications and suggestions. Brian also can revise your test cases as necessary and let me know if you want any clarifications from me.*

*Thanks,*

*Nicky.*

The open communication above informs all the team members about the new changes that are going to be made to the software which improves collaboration among team members with the flow of transparent information. This communication line seeing by all the team members could lead to innovative thinking among other team members who may come up with new ideas improving teamwork in delivering the excellent product to SNHU Travel.

**Organizational Tools:**

The interactions of the focus group to create user stories by product owner were the most effective communication practices for our team to be successful. I used one of the Scrum events called backlog refinement, where I as a product owner reviewed, ranked and edited the user stories in product backlog according to its priority. One of the principles from the agile manifesto which states that we deliver working software frequently in shorter times was used by our team while developing the SNHU Travel software. The sprint planning meeting to time-box every sprint and allow all the team members to create a plan for the project by sharing ideas, aligning the team with goals and priorities, and understanding the tasks that need to be completed in each sprint to deliver the working software on a regular basis (Cobb, 2015). Agile project-management tool such as JIRA helps teams create detailed project timelines, ensures projects stay on schedule with accurate tracking and monitoring, improves collaboration and communication by centralizing the information sharing among the teams, and increase productivity and efficiency by offering project templates, task automation, and integrates with calendars in its platform (Atlassian, n.d.).

**Evaluating Agile Process:**

The Scrum-Agile approach was presented during the SNHU Travel project by focusing on what customers’ needs with demo working software rather than documentation, breaking the tasks into small incremental builds provided with iterations, and adapting to the changes anytime during the software lifecycle. The Scrum-Agile approach made the SNHU Travel project easy to manage, gave flexibility to the development team, required only little or no planning, and was easy or minimum documentation (Cobb, 2015).

The Scrum-Agile approach lacks documentation during the development process because of the always changing project requirements where small details could be missed in the final documentation. The customers may demand more and more change in the way of the Scrum-Agile approach development process which could be overwhelming for the development team and could not be delivered on time.

Even though it has some disadvantages, the Scrum-Agile approach was the best project management approach for the SNHU Travel development project. The Scrum-Agile model allowed us to adapt to the changes and requirements during the project lifecycle. The Scrum-Agile approach helped us to deliver the project in small iterations or sprints resulting in a potentially usable product feature. It helped us collaborate among the team members and receive customer feedback during the project lifecycle improving the team work to deliver quality product (Cobb, 2015).

**References:**

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley.

Atlassian. (n.d.). *The best project management software of 2024 | The Workstream*. https://www.atlassian.com/work-management/project-management/solutions#:~:text=With%20Jira%2C%20project%20managers%20can,comprehensive%20overview%20of%20project%20planning.