

## **Sprint Review and Retrospective**

Vincent Snow

Southern New Hampshire University

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Michael Susalla

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During this sprint on the SNHU Travel application project, each of our team members made their own unique contribution to the project development. Our product owner took on the task of communicating with the client and assessing their needs through meetings, emails, calls, and focus groups with end users so that we know exactly what to deliver to the client in order to have them satisfied with our work. As the scrum master, I took responsibility for organizing the development team, heading our meetings, and keeping track of the backlog so that everyone could stay up to date on what work has been done, what changes were being made, and what else needed to be done. Our developer coded and designed the application according to the information gathered from the client and the task breakdown we decided upon as a team, worked closely with the tester to get things done smoothly with less time needed to fix errors, and informed the product owner or myself whenever a problem arose or more information was needed from the client or end-users about the task at hand. The tester put themselves in the shoes of the end user and wrote up excellent cases to use as a metric to decide whether the work was finished and ready to present to the client, made certain everything was secure and functional, and worked with the developer along the way in order to increase productivity and keep an eye out for potential problems in the code or design.

Because we used the agile scrum method to work on this project rather than a waterfall approach, we were much better able to understand what the client ultimately wanted without having to make large-scale changes later. When the developer was unsure how to design a certain part of the application, they emailed the product owner to ask them to get more input from the client and relay it back to us so that we could figure out how to rearrange our tasks in the backlog and create the application just as the client wanted. The product owner, being in touch with the client daily, was able to request a change in the project early on so that we had less to update than if we

did not keep such a level of involvement that is typical of an agile environment. We also benefitted from the close communication between developers and testers to complete the project faster and correct errors along the way rather than create an application that would need to be erased and re-designed all over again as another step in production.

Our daily stand-up meeting helped to keep the team on track, figure out who to collaborate with on the current tasks, and foster respect and communication between members. When I facilitated these meetings, I was sure to encourage everyone to speak up and be honest about what challenges they faced and how their work was coming along. It is important that everyone feels comfortable being truthful and collaborating with each other, as this is key to working together efficiently. I was able to communicate effectively with the team by asking the focus questions and suggesting topics for sidebars so that we could be brief and direct our attention to how we planned to work together and what needed to be done in the bigger picture. The backlog I put together, and that we collaborated on as a team, listed our breakdown of the project with urgency levels for each task helped us decide which parts to work on first. Our meetings before a sprint helped us estimate as a group how much time something might take to complete and gather insights from multiple perspectives rather than rely upon a single opinion.

Based on this assessment, it is easy to say that using the scrum method on this project has been far more effective than a waterfall approach would have been. Although we may feel like meetings and emails are a waste of time because we aren't actively keeping busy on a project, and it might be difficult for the more introverted members of the team who are used to working alone for long periods of time, it has lessened the overall time we would have spent and struggles we would have had correcting errors and making changes. This agile approach led to a much more satisfactory deliverable that our client is happy with, which could have taken a much longer

time in a waterfall system to go back and re-work after the client rejected a complete application.

We should feel good about moving forward as an agile team!