**Sprint Review and Retrospective**

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**Roles and Effectiveness**

There are a few different roles in a Scrum Agile team. There is the Product Owner, the Scrum Master, the Development Team, and the Testers. As I go through each one, I will demonstrate how each one helped contribute to the overall success of this project. First, we will start with the Product Owner. This is the person that has the need. The need for a new product based on their business, in this Case SNHU Travel. They are responsible for gathering user stories, managing product backlog and communicating with the team. This role proved invaluable when the company’s idea for the project shifted, the Product leader was able to communicate with the rest of the team via a Kanban board (a visual representation of the functions and aspects the Product owner wishes), and by attending a Scrum meeting to relay the shift in priorities to the rest.

Scrum Masters, are an important role for a few different reasons, the first is imagine an orchestra without a conductor. The music would be discordant and off key, and it would be chaos. A scrum masters most important role is to be able to remove any impediments the team may be facing, to answer questions and offer up insights. Not necessarily a leader just someone that can condense the core ideas and needs of the Product Owner into sensible bite sized chunks for the team. One of the key features of a great Scrum Master is the ability to communicate clearly and concisely as possible.

The Design team came up with a deliverable during one of the sprints, where the object was to Make a “Top Five List” with some pictures and descriptions for the project. Working closely with the tester and scrum master they were able to produce a relevant desirable product. When asked in the middle of the project to shift their focus, they delivered once again by completing the objectives.

When it came down to the Testers, there was a lot of work to be done. Writing out test cases takes a lot of time that could be managed better with a project management tool such as Jira. Using this tool will greatly increase the Tester’s output while reducing the workload. In an agile environment, when the changes were requested, they could be added to the next sprint, rather than being a costly effort in a waterfall approach.

**User stories**

Using the agile approach, combined with Kanban, user stories were more visible. Stand up meetings and scrum meetings also contributed to the success of these stories. With the support and input from the team agile made this project possible.

**Changes**

In the middle of the project the company wanted to shift focus while maintaining the overall project. If this had been a waterfall project, it could have been very disastrous. Waterfall needs tons of preplanning and forethought. With agile, we were able to change direction mid stream without much effort. We were able to make the changes necessary while maintaining our pace with the workload.

**Communications**

This is the most important aspect of an agile methodology. Clear communications made it possible for my scrum team to incorporate and design the product. We used a Kanban system which is just a visual representation of the project placed on the board at the scrum meetings. This way the entire team can see what is going on. Another thing that helped was e-mails. Every member of the team was able to communicate their thoughts and ideas in a constructive way and made this project possible.

**Tools**

During this project we did not cover the tools aspect in great detail. The only tools we used were as I mentioned, the Kanban methodology, and open communication. Having said this, Jira is going to be my new go to SDLC management tool. It is a tool used for many purposes. From templates to tracking bugs this tool will be an invaluable asset moving forward.

**Comparison**

When it comes to the pros and cons there are many. I will begin by listing the pros and cons of Agile and then work my way to Waterfall.

**Agile**

Pros

1. Communication

As I said before, I believe that communication between all parties involved is essential to the release of a great product. With visual representations of the work being done, talking things out in the stand up meetings or even e-mails helped this project to fruition.

1. Adaptive Planning

Allows designers to “adapt” when and if changes occur. This means they can quickly respond to changing customer or market needs.

1. Increased business Value

By adapting to customer needs and wants, the agile team increases the customer satisfaction. This in turn usually leads to more customers, especially if you utilize a customer feedback tool. And finally customer happiness + more customers = Increased business value.

**Cons of Agile**

1. Because there is not a lot of initial planning, and only a vague description of the overall project which means it is less predictable.
2. With less predictability, the Product owner should expect that it will take more time and commitment from all parties.
3. Lack of necessary documentation means that a lot of the project will not have backup instructions or a way to describe to others the inner workings of what went into a sprint say, 5 weeks ago.

**Waterfall Pros**

1. Clearly defined stages for the project.
2. Lots of documentation from beginning to end.
3. Easy to arrange tasks because everything is planned.

**Waterfall Cons**

1. Does not allow refinement of Product
2. Unsuitable for complex projects
3. Maintenance is not a part of the waterfall methodology. Once the product is done and released that’s it.

**Conclusion**

If we had used a Waterfall methodology in our approach to this project it would have failed. I say this because in the middle of the project the Product owner changed the primary focus of the Scrum team from one idea to another. Waterfall does not allow for this kind of change. This sums up the reason that an Agile approach is more desirable than Waterfall.