**ChadaTech**

**Final Sprint Review and Retrospective**

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Each member of the Scrum Team plays a crucial part in the success of a project, and each member plays an essential role in the agile method. "The team consists of a Product Owner, Tester, Developer, and Scrum Master." (Schwaber, 2020). The Scrum Master is the team leader. They ensure that the team is self-managing, remove obstacles for the team, and facilitate Scrum Meetings. The Scrum Master communicates with the Product Owner for sprint planning and ensures the team understands the backlog, so the team knows what they need to accomplish. The Product Owner's job is to bridge the gap between the client and the team. They communicate with the customer about their wants, needs, and requirements, communicate with the Scrum Master, and use the client's information to set up and develop backlog. Developers are the ones who create the project based on the specifications set by the client. They handle the sprint backlog and hold each other accountable to remain self-managing. (Schwaber, 2020). Once the developers have completed a sprint, the testers are sent the iteration, which they evaluate based on the client's specifications. The Testers require a strong understanding of what the client hopes to accomplish with the project. Testers must "actively acquire information from stakeholders" (Ghahrai, 2017), work with the team to improve their test cases, and "evaluate and report test results, test progress, and product quality" (Ghahrai, 2017).

The SNHU Travel Project began by showcasing the top five locations and some additional features. After the testers evaluated and reported back to the client, the project changed slightly to showcase the top 5 detox and spa vacation spots. The clients reported why they wanted the change. The product owner changed the order of the backlog to make this change a high priority, then sent out the user stories, and the developers made changes to the product on the next iteration. Shifting the backlog to keep the highest-priority features at the top ensures that the clients and end users get the features they want the most. The client is at the heart of the agile method, and the user stories place the focus on them. They are easy to understand and give the development team context for what they are developing, why they are developing it, and the value it holds (Rehkopf, n.d.). The agile method helps complete the user stories by promoting iterative development, emphasizing regular collaboration between team members, encouraging feedback and adaptation, and producing the most wanted features quickly and effectively.

Returning to the example of when the SNHU Travel project changed direction from the top five locations to the top five detox and spa vacation spots, this would have taken ages if not for the agile method. The agile method allows for quick and efficient changes to the project. The agile method is highly iterative, and changes are made in little spurts. The agile method allows the project to be flexible, making interruptions and changes much easier to handle. By focusing on fewer tasks at a time, the developers can make quick changes, like modifying the top five list, when needed.

During the SNHU Travel project, I had to communicate with my team on multiple occasions. My most notable example was as the Tester, I needed additional information from my Product Owner about changes to the next iteration of the project, and "Request a meeting with you to go over some design details that were being altered, specifically the 'Destinations based on User History' changes. We wanted to know where the hyperlink would be located, if the… suggestions will be sorted by location or the user's travel preference. Any insight on the subject would be greatly appreciated." (Goodwin, 2023a). As the Tester, I required additional information on the changes in the newest iteration to complete my test cases effectively. I contacted my Product Owner and requested a meeting to discuss the information I was missing and any questions I had about the new iteration. Another example of effective communication in a Scrum Team was as the Developer. I emailed the Product Owner and Tester another email about new changes being made. For the product owner, I needed "a thorough explanation of the user stories that have been prioritized with new expectations and requirements." and "From the tester, I would need updated test cases to follow the same new expectations and requirements." (Goodwin, 2023b). Communication is vital in the Agile method and a Scrum Team. It fosters teamwork and collaboration and lets the team feel comfortable with one another.

The Scrum events were highly significant in ensuring the success of the SNHU Travel project. In sprint planning, the developers, Scrum Master, and product owner met to determine which features were the highest priority and set up a sprint goal. The Daily Scrum allowed the development team to meet for 15 minutes daily to discuss the progress and hindrances they have or will have to work through to reach the sprint goal. During the Sprint review, stakeholders' and clients' feedback is received and delivered to the Scrum Team so changes can be made to the backlog and ensure the team is still on track. Then, the sprint retrospective, a meeting with the whole team, reflects on the previous sprint and identifies places for improvement for the upcoming sprint (Schwaber, 2020).

One advantage of an agile approach was the ability to make mistakes. I was able to mess up and make changes without having to worry about any significant setbacks. The team's ability to split the workload and focus on multiple, smaller tasks made us complete our goals faster and more effectively. One disadvantage of adopting an agile approach is that not all team members are receptive to change. Many team members need help adapting, which negatively affects the entire team since teamwork and cooperation are essential to the Agile method. An agile approach was the best solution for the SNHU Travel project.

**References**

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