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CS-250 Software Development Lifecycle

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Sprint Review and Retrospective

**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.**

The various roles in the Scrum-agile Team worked together closely to achieve the task of completing the SNHU Travel project. The Scrum Master’s role facilitated the completion of the project by conducting daily stand-up meetings to make sure that the team was organized and all on the same page. This role also was in charge of facilitating the Scrum process and ensuring the team was adhering to the Scrum framework.

The Product Owner assured us that user stories were well defined and clear, as well as meeting the requirements set forth by the SNHU Travel agency. After gathering feedback from the SNHU Travel representatives on the user stories, the Product Owner updated the product backlog and relayed the information to the developers so that they knew what to implement. The Product Owner also collaborated with stakeholders to verify the needs of the software application.

The development team delivered increments of the software by following the requirements set forth by the user stories. By using practices such as Pair Programming and Code Refactoring, the development team made certain that the application they were delivering met SNHU Travel’s requirements and any changes that needed to be made throughout the project’s completion were implemented.

The testers collaborated closely with developers as they oversaw the testing of the increments delivered by developers. Some practices used by testers to guarantee the success of the application include concurrent testing, acceptance test driven development and value-driven and risk-based testing.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

The Scrum-agile approach helped each of the user stories come to completion by having the team coordinate with each other through daily stand-up meetings and Sprint Planning sessions to assure that user stories were being completed. By following the Scrum framework, the Product Owner gathered the necessary details for the user stories from stakeholders and SNHU Travel representatives and communicated this information to the rest of the team.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.**

The Scrum-agile methodology emphasizes flexibility and adaptability by implementing rapid and effective change management. If the stakeholders made any changes or updates to the current plan, the team would be able to take the proper measures to ensure that the project would still be completed within the proper timeframe. This was accomplished by following several agile practices including continuous integration, which allows existing software to be frequently updated to adhere to any changes in direction.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication.**

When working within a team, communication is essential to the completion of the project. The daily stand-up meeting is a fundamental part of the agile framework; during these meetings, the team has a chance to share their progress and any challenges that they might be facing throughout development. The Sprint Review is another crucial part of the agile framework that involves sharing the progress made with the stakeholders to ensure that requirements of the project are being met.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

One of the organizational tools that helped the team be successful is the product backlog. This tool served as the list of user stories as well as their prioritization. It also helped organize upcoming work by focusing on the higher valued items first.

Agile project management tools also helped the team be successful by planning and managing the structural parts of the project. Each team member has access to the tool so that they can track their work. This has the advantage of not having all the work being coordinated by a project manager and instead all team members can keep up with the work.

Planning and estimating allowed the team to determine a timeframe in which the project could be completed. A process that can be used to estimate the time needed to complete a project is that of planning poker. This process has the pro of being collaborative instead of having one team member decide the timeframe to complete the project.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

By listing out the pros and cons of the Scrum-agile approach we can assess the effectiveness of this approach for the SNHU Travel project.

Pros:

* Continuous feedback from stakeholders during Sprint Reviews
* Emphasizes collaboration amongst all members of the team
* Allows for changes to be implemented in a timely manner
* Frequent delivery of incremental software

Cons:

* Not much time is allocated for documentation
* Success of project may rely too much on user communication
* Many times work quality is dependent on a single (or few) developer(s)

After assessing the pros and cons of using the Scrum-agile approach, I have concluded that it is the best approach for the SNHU Travel development project. The Scrum-agile methodology allowed for effective communication amongst team members and flexibility, which allowed the team to rapidly make changes as they came up.

References

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