**Sprint Review and Retrospective**

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**CS-250 Software Development Lifecycle**

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The product owner for the SNHU Travel project discussed in detail with the client about the web-based application and what features they want to implement as well as when the product would need to be released to gain the biggest profit from the upcoming travel season. The product owner then communicated those needs to the Scrum Master, Developers, and Testers about the project requirements and the timeline that they would need to stick to. Throughout the course of the project the product owner was consistently maintaining communication with the client and was able to redirect the development team to implement a change in direction mid-project in response to the client’s changing needs.

The Scrum Master discussed all project requirements and deadlines with the product owner and oversaw the development process. The Scrum Master got specifications on the functional and non-functional requirements from the product owner and was able to figure out how the new requirements will fit into the already established timeline.

The development team produced the working software for the web-based application for the SNHU Travel project. They took the client’s changing needs for the project and implemented them successfully into the development process. Working within the suggested constraints of sprints set by the Scrum Master, the development team works together on critical tasks to make the product fit all of the client’s needs.

The tester in the SNHU Travel project was responsible for ensuring the software written by the developers is functional and appealing to the client and users. The tester in the SNHU Travel project is the quality assurance professional that checks every aspect of the project.

The Scrum-agile approach to the software development lifecycle helped each of the user stories come to completion by allowing room for changes during the development project. The addition of “Hot Deals” was easily implemented into the web-based development when the users expressed their desire to see a short list of the best deals based on their profile settings. The product owner talked to the users about what they wanted based on their use of the product and discussed the new addition with the development team.

The Scrum-agile approach supported project completion when the project was interrupted and changed direction by having the new requirements of the mental health/detox locations take a higher priority for the “Hot Deals”. Making the implementation of these new locations a higher priority for the development team ensured that they focused more on making it ready with the rest of the product.

The communication process in the group discussion assignment worked by giving different group participants such as the product owner, scrum master, developers, and testers to ask questions regarding the specifics of the development process like a Scrum meeting. In this discussion I (the developer) reached out to the product owner in regards to a possible necessary extension to the timeline to accommodate the change in development requirements. Due to the agile-based approach to the project, the change of plans should be fit in to the already decided upon timeline for the product’s completion.

One major Scrum-agile principle that helped the team be successful in the development of the SNHU Travel project was the addition of new features mid project that were incorporated in a new sprint to meet the original deadline. Following the original Gantt chart, the development team was able to reprioritize tasks and start working immediately on the addition of the mental health/detox vacation locations.

The Scrum-agile approach was extremely effective in the development of the SNHU Travel project. Being able to meet and discuss collaborative requirements and team dependencies throughout the development is an ongoing benefit during the entire project. Without the Scrum-agile approach the additional client’s needs could not have been accommodated until after the completion of the product when it would have been too late to implement. One disadvantage to the Scrum-agile approach is the product owner tending to use the agile methodology as a catch-all excuse for adding new requirements without negotiating for an extended timeline. Adding some lengthy new requirements might push production back with proper development and if the additional time is not given to the development team then sub-par software may be written to compensate for the lack of time.

Due to the change in requirements from the user mid-development the change to a Scrum-agile development was beneficial compared to the original waterfall method. With the waterfall method there is no room left for additional requirements to be added and still meet the predetermined deadline. With the Scrum-agile methodology the entire development staff from product owner to tester were able to work together to incorporate the additional requirements into the current sprint and complete the tasks before the product was due.