**America Flores**

**CS250: Software Development Lifecycle**

**Final Project**

**October 18, 2024**

**Sprint Review and Retrospective**

**Roles:** Each role on my scrum team contributed to the end product significantly. The roles on the team were scrum master, product owner, developers and testers.

As the scrum master, I conducted daily scrums and provided guidance when needed for any blockers and roadblocks any team member might have encountered. My job was crucial because it allowed each team member to focus on their tasks at hand and be as productive as possible.

The product owner played a crucial role as they communicated with the client and stakeholders to understand their needs for the SNHU travel website. They organized the product backlog and user stories to figure out priorities. They put the user story details together which was extremely important as it outlined the expectations that the customer had. This helped align the overall project to deliver the expected end product.

The developers were responsible for turning the user stories into programs that actually worked. They are the main role that actually builds these features out into the end product. The developer not only designed and collected the vacation packages that met the expected criteria, but they also made sure that these features were functional as an entire vacation booking system. Of course, with the help of testers.

The tester ensured that each feature worked as expected. They ran tests after every sprint to catch any bugs and provided feedback to the team. They conducted test cases and revised the test cases to report inputs and expected results to make sure the features were working as expected.

**User Stories:** The scrum-agile approach helped to organize the user stories and ultimately come to completion. It helped break down the user stories to categorize them into size, priority, and create value statements that would help anyone to understand the reasoning behind the expected end feature. For example, in the travel history recommendations user story, it is categorized as large, meaning it would take more time and effort to complete. The value statement specifies why this is important and necessary. The criteria then outlines the expectations so that they are implemented in the feature.

**Handling Interruptions:** The project faced unexpected changes and the scrum-agile approach allowed the team to adapt and meet the new expectations. One example was when the product owner met with SNHU travel management and found that detox/wellness vacations were going to be the next big thing. The types of travel and vacations that were now going to be focused on were detox/wellness travel packages. Scrum-agile allowed the product owner to shift priorities in the product backlog to allow to make this change but also keep the same deadline dates.

**Communication:** Effective communication was key to our team’s success throughout the project. As the scrum master, I facilitated open communication through daily stand-ups. This allowed regular communication to provide updates between the team. This made everyone aware of where everyone stood with the completion of their tasks and the progress everyone was making daily. One example was the importance of the test cases. It provided feedback to the developers on what was working or not working with the features they were programming. It allowed any issues to be fixed and developers to produce functioning features on time.

**Organizational Tools:** The scrum-agile framework greatly contributed to our team’s success in developing the SNHU Travel website by using effective organizational tools and scrum events. A main organization tool used in this project was information radiators. These visual tools helped track progress and made it easy for team members to see what needed to be done. It provided visibility and promoted accountability to keep the entire team aligned with the project goals. Daily stand-ups encouraged open communication, allowing team members to share their progress and quickly address any blockers. Sprint planning helped us set clear priorities and objectives, while sprint reviews provided important feedback from stakeholders to improve our work.

**Evaluating Agile Process:** The scrum-agile approach presented many pros and cons to the SNHU Travel project. I’d say that the most impactful benefits is that it provides flexibility and transparency. Flexibility allows for changes to be made as ideas come up to provide a better product. Transparency allows constant communication as well as accountability. Some cons were having less structure and that some of the scrum meetings took time out of production (University of Minnesota College of Continuing and Professional Studies, n.d.) and were most likely repetitive at times. However, I do think that scrum-agile was the best approach because of the changes that happened in week 5 when we had to focus on detox/ wellness travel. If agile was not in place, adapting to this change would have been much harder and the time for the product to be delivered would have been extended.

**References:**

University of Minnesota College of Continuing and Professional Studies. (n.d.). Agile methodology: Advantages and disadvantages. University of Minnesota. <https://ccaps.umn.edu/story/agile-methodology-advantages-and-disadvantages>