**Final Project: Sprint Review and Retrospective**

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CS250 – Software Development Lifecycle

**Sprint Review and Retrospective: Applying Roles**

During this course we were tasked with becoming each of the roles in a Scrum Team to learn what each of them do during a development project using Agile methodology. A Scrum Team consists of a Product Owner, Scrum Master, and a team of Developers who both develop and test solutions for the final product to be delivered to the client. We learned what it is like to move from a Waterfall model to an Agile model and the benefits in doing so. This paper is an analysis of the Sprint Process and what is involved in producing the final product. We will start by describing the roles each member of the Scrum Team plays during the Sprint.

In the Product Owner role, I was tasked with communication between the client and the Scrum Master and Team to ensure that the client’s needs are met. I was also required to gather all the details needed for the final product and produce User Stories for the Product Backlog. The User Stories are the necessary tool needed for the Developers to work on in the completion of the final product. I also had to adjust the Product Backlog during the Sprint as the client’s needs are changed or clarified.

As the Scrum Master I needed to act as a liaison between the Product Owner and the Development team. I also worked directly with the Product Owner in the creation of the Product Backlog. It was my responsibility to arrange meetings and ensure that meeting times were adhered to. My role as Scrum Master was also important to meetings as I encouraged conversation and collaboration of the Developers in the development of the final product. I was also tasked with removing impediments that prevent the Development Team from completing their User Stories.

During my role as part of the Development Team, I was responsible for completing the User Stories in the Product Backlog. I was tasked with building solutions that meet industry standards and adapt to client needs as the User Stories change. My responsibilities also included being the tester of completed User Stories, ensuring that all requirements of the specific User Story are met. In my role, I had the ability to work individually or collaboratively with others in the Development team for knowledge sharing and rapid completion of User Stories to meet Sprint Deadlines.

**Sprint Review and Retrospective: Completing User Stories**

In each of the roles of Scrum Team, I was tasked with understanding the importance of User Stories as part of the Scrum-Agile approach from their creation to their updates and eventual fulfillment. User stories are a breakdown of the entire project into smaller, easier to develop chunks that contribute to the final product’s completion. These User Stories are based on the needs of the client answering what they want to see and why they want to see it. User Stories offer clarity on what is expected from the client for better development results.

**Sprint Review and Retrospective: Handling Interruptions**

During the Sprint the client may change their mind about what they would like to see in the final product or clarification might be needed from the client on a User Story. I was tasked with finding ways to adjust to these needs. An example was that the client communicated changes that were necessary in a User Story. We were then required to update the User Story to match their new needs and update the solution. This is possible only because of the flexibility afforded by the Scrum-Agile approach which affords the flexibility of making changes on the fly during the Sprint.

**Sprint Review and Retrospective: Communication**

In the Scrum-Agile approach, communication is paradigm to the success of a project. The Agile model is flexible, and the Development Team must be able to adapt to changes on the fly. It is also important for the team to provide effective communication regarding clarification in changes to User Stories and test cases. An example email communication has been provided below:

*Email*

*To: Christy and Brian*

*Subject: Changes to User Story Top 5*

*Hello Team,*

*Thank you for letting us know about the changes that the client has requested regarding the changes to the Top 5 Christy. Since this is being changed to detox/wellness, we would like to ask some questions for clarification. Should these changes still consider the user profile travel preferences. For instance, if the user selects cruise as their travel preference, should the Top 5 be selected based on detox/wellness cruises, or should we just take the Top 5 without taking the profile into account. As an additional question, should we have the color scheme of the Top 5 reflect the feelings of wellness?*

*Can you please change the testing criteria to reflect these alterations to the client request once we receive them, Brian? Please check to ensure that detox/wellness examples are being displayed, and test against multiple profile selections to see if the changes are reflected, once we receive response of their needs. Also, please add a test case to ensure that the colors are reflected. Again, these tests should be altered based upon the response we receive from the client.*

*Regards,*

*Anthony*

Being clear and concise is important to the success of not only the completed User Story but also the final product. It is also important to communicate between team members to ensure that there is no doubled work, or that User Stories that depend on the completion of other User Stories have been completed.

**Sprint Review and Retrospective: Organizational Tools**

Because of the fast-paced nature of Sprint development organization plays in important role in its success. One organizational tool that is used in Scrum-Agile is JIRA. This tool allows User Stories to be created digitally for the Team to investigate and develop for. JIRA also allows for the setting of meetings including the Daily Scrum so that all team members can see the project needs in one single place. Using a tool such as JIRA allows for the team to reduce additional work by showing who has started work on a User Story so that it will not be worked on by more than one person and that the person working on the User Story is easily identifiable.

**Sprint Review and Retrospective: Evaluating Agile Process**

The Scrum-Agile approach is an effective solution to a quick product development cycle. During the SNHU Travel Project the flexibility of Agile allowed for quick adaptation of User Stories to meet client needs. Agile also allowed for immediate testing to determine if developed Stories needed to be fixed to meet client needs. This rapid adaptation can also be considered its downside. The constant changes to client needs can result in Scope Creep, additional crunch to meet the Sprint Deadline, and developer fatigue. Using an approach like Waterfall locks in what is being requested until the final product has been delivered.

Considering both Scrum-Agile and Waterfall, I do believe that Scrum-Agile is the best approach for SNHU Travel Development project. With clear communication, realistic timelines, and clear User Stories, Agile comes out as a clear winner to meet client needs in a final product. As client satisfaction is the goal in any development project, the flexibility that Agile brings and the rapid Sprint process ensures a successful development and continuous improvement on the client product.

Though Agile is not one size that fits all approaches, using its methodologies in tandem with other approaches is always important to consider in the success of a project development cycle. This course has taught me a great deal about Scrum-Agile, and I look forward to using it in my current career.