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CS-250 Software Development Life Cycle

**Sprint Review and Retrospective**

In Agile methodology usually the Scrum Team can be size of 3-9 members which consist of developers, software testers and a Scrum Master to make sure effective collaboration and communication. Based on my own experience I can tell my team consists of 4 developers and 2 QA Engineers. One of the developers also has a role team lead who also facilitates our daily stand-up meetings, retrospective, sprint planning and grooming meetings. We also have a Product Owner who always helps us in communicating with clients. When there is a feature request from the customer the Product Owner delivers it to the development, and we get to discuss the requirements. Once the requirements are gathered, analyzed we get to the nest stage where we design the product and only after that our developers start building the software. While the application gets built, we as a QA Engineer we start working on our test plans and test cases, we also prepare our environment for future testing. This kind of slow really helps the team accomplish the goal effectively and in timely manner.

Based on the above example, if the customer requests for a new feature, once planning takes place, the project gets to split into separate story work items in the backlog. Some of those items might have to be split into two or more stories based on the complexity. After that the more prioritized stories get posted on task tracking board, for some companies it is Jira, Azure Board or ValueEdge. Since we use Jira each Sprint our developers start work on user stories. Once they complete they get to be tested by QA Engineers all environments and if there was no defect found the ticket gets closed.

The interruptions are unfortunately inevitable. Though I have not encountered such interruption yet, I can talk on the assignments we worked throughout this course. As we all know when the SNHUTravel project we had user stories written down and our developer had already started building the software we were informed that the travel destinations need to be changed to align with recent travel tendency. The way it was handled is the team had a meeting together where they could address all questions, they had regarding the changes. Once the team got the clear answers the team started working on adjusting their work to meet the new requirements.

Communication is a key factor in Agile world, whether it is an email communication or live video meetings. That way the whole team stay updated and can deliver the product effectively. In our recent SNHU Travel project we asked to write an email to the Product Owner, I think I could use that as a type of communication I have used in that project. Below you can find the email that was sent by our team with clarifying questions.

Sample Email:  
  
Dear Brian,  
  
 After reviewing the Suer Story Details, we have noticed we don`t have a clear information on styling of the page, specifically:  
1. Which part of web page should have the Top 10 Destinations

2. Are we going to have the travel types listed as a separate tab or a clickable image?

3. How about color and font size for headers, body and title?

We believe these details need to be included in product backlog, so we have a real estimation for length of the project. It would be great if we could discuss these questions and questions our dev team members might have about the project.

Thank you,

DEV team

The number of organizational tools that are used to track the project and stories related to the project is growing. The most frequently used tools are Jira and Azure Boards to my knowledge. These are very handy when it comes to delegating the tasks in each Sprint. For example, the Jira board usually has several columns such as “To-do”, “In-progress”, “Blocked”, “testing” and “Done”. Different teams might have different columns depending on their needs.

Since Agile methodology is more flexible with changes at any stage of SDLC and it is most frequently used methodology, I can certainly tell it is a most effective tool as well. Based on our experience with SNHUTravel we were able to effectively integrate our changes when the destinations got changed. It proves that with Waterfall methodology we most likely wouldn’t be able to integrate the sudden changes that were given to us. Waterfall might be more suitable for small companies or small projects.