**Final Project: Sprint Review and Retrospective**

**Brandon Goller**

**Southern New Hampshire University**

**Computer Sciences**

**CS-250: Software Development Lifecycle**

**Haruka Konishi**

**2/15/2023**

**Sprint Review and Retrospective**

The software development lifecycle class has been an interesting learning experience. I’ve played each role in a scrum team and learned the perspectives of those roles. As scrum master I explored the different phases of a sprint and all the aspects of scrum methodology. I wrote an agile team charter for the SNHU Travel website project. This charter helped by showing the vision of the project, what positions the team would consist of, developed a success criteria and laid out risks. I established guidelines for communication as well as the rules of behavior the team would need to follow. The scrum master week laid the foundation for the SNHU travel project and gave insight into agile methodology as a whole. One of the biggest advantages of learning what it takes to be a scrum master was the ability to run a daily scrum meeting. This meeting is so important to each project so that every team member stays on the same page and can collaborate with the entire team to avoid roadblocks.

In week three I learned about the job of a product owner and the importance of user stories. Listening to the needs of SNHU Travel and their customers helped to write specific user stories that would satisfy the project goal. I learned a valuable lesson in writing user stories to include every aspect needed instead of listing a few and then using etc. Having the scrum-agile approach made making changes easy and I was able to adapt the stories with each team member in mind, since I was every team member. This leaves nothing up for debate when adding the options needed for each feature and this translated very well to the next week which involved writing test cases. As the tester it was helpful that the user stories were laid out with a value stater and acceptance criteria. It made developing test cases simpler because the information was right there. I wrote an email for clarification on the stories which is a helpful way to learn what size font, colors or other features need to be coded. Speaking of coding, I learned just how flexible a developer needs to be. Not only do they write the bulk of code and create the features, but they must also be able to scrap work and change direction easily. Luckily agile methodology is built for just that situation.

With the agile approach in mind, each user story came to fruition with ease since I was able to change gears easily and push past any errors I had previously made. Even when the project had to be changed to incorporate a slideshow, I was able to adapt with a team mentality and overcome the challenge. I used the quick planning aspect to get started and rolled with the changes by developing the project one story at a time. Luckily it was a short project and a one man team like myself could handle it, but I know that an actual scrum team would heavily rely on each other to make these types of changes. This is really where a scrum-agile approach shines. You can change and adapt easily while still making the deadline. Communication is the heart of every team. I used email communication during the project to meet the change effectively. I asked for specific details:

* What is the order of the new destinations being added?
* What is the definition that the wellness travel locations need to reflect?
* How will the user profile affect the destination list?
* Are we updating background and/or foreground colors?
* Is there an update to font sizes and borders?
* Will the link location change?
* How will this change affect the priority of the previous user stories?

Using excel spreadsheet was a good way to organize the user stories and test cases for the project. For a larger project I would suggest using a tool like Azure Boards. This type of tool allows for planning, communication and even a Kanban board in one place. Backlog refinement could go straight to the board and allow for easy picking of the next story to work on. Changes could be easily implemented with a live system that updates in real time as changes are made. This type of tool would also make sprint reviews simpler because all the information on the sprint is kept there and shown in tables and graphs that are easy to read. This would allow each member of the team to see their strengths and weakness and improve over the next sprint.

Using the scrum-agile approach was the best way to keep the SNHU Travel project on course for the deadline. Having a well thought out plan may help in some aspects, but being able to change to each situation is ultimately much more valuable to the organization. With less time wasted on unnecessary meetings and lengthy planning periods, there is more time to work on the project. Each sprint holds its own value and produces product each time. I was able to plan each week and work on a chunk of the project so that the final product was ready by the deadline. This allowed me to innovate and think critically during each phase and could easily translate to better overall performance in the organization. I believe that the agile methodology is a great tool for success in our field.