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CS-250-11343-M01 Software Development Lifecycle

Professor Rangitsch

**Sprint Review and Retrospective**

**Applying for Roles**

In the role of the Scrum Master for the SNHU Travel application project, our Scrum agile team fostered a collaborative environment where each member played a vital role in contributing to the project's success. Our Product Owner, for instance, was instrumental in defining the project vision and prioritizing the product backlog, ensuring that we included the necessary features for the client. Our development team, comprising front-end developers, back-end developers, designers, and QA specialists, worked in unison to analyze project requirements, design ideas, and produce incremental progress during each sprint. As the Scrum Master, I facilitated the Scrum ceremonies, removed obstacles, and confirmed that the team adhered to Agile principles, enhancing productivity and transparency.

**Completing User Stories**

The Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion promptly and organized. Using the scrum-agile approach, we broke down the user stories into smaller pieces by having a main Product Backlog page and creating story details for each potential user. The Product Backlog allowed me to analyze what kind of users to expect, what tasks each user might want to perform, and the desired goal to achieve. In each user story detail, we identified a user story number, name, story size, value statement, and acceptance criteria to clarify requirements, identify dependencies, and estimate the necessary effort.

**Handling Interruptions**

One of the key strengths of the Scrum-Agile approach is its adaptability, which proved invaluable when our project was interrupted. The iterative cycles, a cornerstone of the agile process, have been instrumental in our project's progress. They allowed us to swiftly identify and address interruptions, update requirements, and reprioritize the product backlog. For instance, in the assignment from module 4, we developed detailed initial test cases for the user stories and then revised them with the Product Owner's clarification. Had we followed the waterfall method, we would have been forced to restart the entire project when faced with interruptions, significantly slowing down our progress.

**Communication**

Sample 1: Email to Christy (Product Owner):

Dear Christy,

I hope this email finds you well. I am currently developing test cases for the SNHU Travel project, and a few gray areas require further clarification with additional details. I would greatly appreciate it if you could provide the specified information below:

All project-related edge cases for the user stories

What should be the expected behavior for error conditions?

And if there are specific backlog items or acceptance criteria, what should we include?

I would like to schedule a 45-minute meeting with you within the next week so that these items can be promptly addressed. Upon completion of this meeting, it will help me develop test cases that reflect any major requirements or intent from the user stories. Please let me know your availability for this upcoming week so that a meeting can be scheduled. Thank you for your time and consideration.

Best regards,

Mikayla-Joy Botha

Sample 2: Email to Product Owner and Tester:

Subject: Clarification for Development Process

Hello,

I'm reaching out to ensure that we smoothly progress through making our new development plan. Your collaboration in this initiative is vital for success.

To Product Owner:

Clear User Stories: Please finalize edits on user stories, especially those with unique criteria

Backlog Prioritization: We need to prioritize the backlog items to focus development

To Tester:

Test Planning: Please start participating in early test planning for a comprehensive coverage

Timely Feedback: Provide quick feedback on changes for successful interactions

Best Regards,

Mikayla-Joy Botha

These email communication examples effectively demonstrate how to foster collaboration among Scrum–Agile team members. The first sample, addressed to the product owner, clearly identified the specific needs for test case development and proposed a meeting to address any outstanding issues, all while maintaining a professionally polite tone. This approach not only promoted open communication and a shared understanding between teammates but also highlighted the important role of the product owner in the Scrum-Agile process. The second sample, also sent to the product owner and tester, took a similar approach with distinct actionable requests for each role, emphasizing the importance of joint effort. By communicating responsibilities, proposing solutions, and reinforcing a team-based mindset, these samples effectively promote cross-functional collaboration, a key element in the agile framework.

**Organization Tools**

With the use of Scrum-Agile tools and principles, my team was able to be successful. Primarily, the daily scrum meetings facilitated cross-functional collaboration. In contrast, the product backlog, sprint backlog, sprint planning and sprint review meetings all ensured the team's work continued to reflect customer needs. As the team also adopted fundamental Agile principles - such as frequent delivery of working software, empowering each other, maintaining a sustainable pace, and continuous improvement- this complemented the Scrum events to ensure the team's success further. Ultimately, the application of these Scrum-Agile tools and principles allowed the team to maintain transparency, alignment, and adaptability - critical factors that directly contributed to their overall success.

**Evaluating Agile Process**

In conclusion, the Scrum-Agile approach for the SNHU Travel project created both pros and cons. Starting with the positive, the Scrum-Agile approach did enhance team collaboration through daily Scrum meetings, sprint planning, and check-ins. The agile, iterative process allowed the team to respond quickly and adapt to changing requirements and priorities. Furthermore, transparency conveyed in the product backlog, sprint backlog, and sprint demonstrations maintained stakeholder satisfaction. As for the negative side, transitioning from the waterfall to agile came with a steep learning curve for the team. Nonetheless, despite the learning curve, the other positives far outweigh it, and therefore, the Scrum-Agile approach was the best approach for this project.

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