**7-1 Sprint Review and Retrospective**

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Based on experiences and roles from the last seven weeks of this course, I am now able to describe the benefits of agile methodology in Software Development Life Cycle (SDLC). From my experience I am now able to draw conclusions, summarize, and analyze the work completed within my completed SNHU Travel project. For this project, various roles were established to create a successful travel website for end users. The scrum-agile team contributed great success as it helped me to understand the importance of each members roles and responsibilities the contribution project. Throughout working through this project, I had an opportunity to work several different roles and positions of the team. These positions included the role of Scrum master, product owner, developer, and tester.

The position of the Scrum master was very informative. Learning the roles of the scrum master showed me the importance of having one person dedicated to bringing the team together for collaboration. The scrum master was responsible in organizing sprint planning, daily scrum meetings, backlogs, and conducting a sprint retrospective. Scrum master is responsible for how information is exchanged throughout the whole team. During my role as a scrum master, I had to learn how to create an agenda for the daily scrum meeting. While preparing for the meeting, I quickly realized the importance of communication. Without the scrum master the agile team would not be efficient, accountable, focused, or organized.

While holding the position of the Product owner, I realized I was responsible for maximizing the value of the project. I had to deeply understand my customer needs as I was a liaison between the product and developmental team. It was important to understand the customer needs and to identify any gaps within the development process. The product manager and the scrum master work closely with each other to understand the product and to make sure the team is on track for success.

Onto the Developer role of the agile team. The development team play a vital role in the agile team. I realized how much responsibility they hold in ensuring the product has great quality. They design, develop, test, and interact closely with the testers/end users. The developers take the responsibility for planning and managing all required task while reporting progress along the way.

Finally, after the development team reaches a milestone in their work, they have testers provide feedback on the product. The testers primary focus is provided positive and negative feedback to meet the clients desired needs. The testers job is to take the user stories form the product and owner and make test cases that will decide if the user story meets the requirements. The testing process starts at the beginning of the development and is constant until the end of the project.

The Scrum-agile approach to the Software Development Life Cycle helped each of the user stories to come to completion. User stories are an important tool used in agile. It defines what type of user, the needs of the user, and a description of what the user is requesting. The user story gives a description of requirements that need to be properly implemented into the software design. Seeing users’ stories while working along in this project showed me the importance of having this documentation in all stages of development.

A great example of how importance communication is within the agile team was between the Product owner and customer. As previously discussed, the Product owner is responsible for interacting with the customer. This conversation between the product manager and the customer distinguished the needs and would like to be implemented. An example would be from the user story number 2. This was displayed communication was between the product manager and client discussing budget friendly options. This collaboration would help team member know the client’s vision and expectations in creating an affordable experience option within the website.

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During this project, the only interruption I experienced was when the client had requested was during week five as being in the role as the developer. A new feature was requested by the client and product owner. During a meeting, the product manager proposed the new feature of adding a new booking tool that included a “detox and wellness”. This was to be implemented in the already established design. So as a developer, I had to go and re-think my design and implement the requested changes to fit the user needs and make sure that I completed this before the desired deadline.

Some organizational tools that keep the team effective and organized was the daily meetings. The daily meetings provided feedback and discussion for the whole team. This ensure everyone was on the same page and could work together to meet deadlines and project goals Boosting cross-team collaboration will help enhance the team’s productivity. Another great tool was the product backlog. Having a list of prioritized deliverables knowing new requirements can help the team estimate and prioritize their workload.

During working this project, I encountered some pros and cons along the way. Some of the pros:

* Best approach for a short timeline
* Encouraged teamwork collaboration, and held team members accountable
* Open to changing the SNHU website over time.

The cons would be:

* One weak link in the agile team could result in devastating the project
* Having team members available to conduct daily testing.

The waterfall approach is a different method. The waterfall method is best used for well-defined projects with a strict budget and requires a deeper technical documentation for the project. For this project I believe the Scrum-Agile was the best approach. While only having 8 weeks to complete all the required development, it worked best for the allotted timeframe. It also provided the team to have collaboration with each other.