**Sprint Review and Retrospective**

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CS 250: Software Development Lifecycle

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**Abstract**

This paper is a retrospective and review of the last several weeks of the course where we covered the different phases in the Software Development Lifecycle. This course also focused heavily on the roles that are found in the Agile methodology. During the course we held many of these different roles as we looked to accomplish the development of a product from ideation to the delivering of working software. We explored how each of these roles played a critical role of providing a functional product to the vested actors of SNHU Travel.

**Roles within the Scrum Team**

Throughout the course, I have had the privilege of taking on the different roles that make up the Scrum Team, from Project Owner to Scrum Master, to Developer, and Tester. Each of these roles plays a major role in providing the vested party, in this case SNHU Travel, with the product that they have envisioned to expand their customer base. By filtering through the many different roles that make up the team, I was able to better understand how each interact with each other and how overall that helps the team to be the most effective that it can be.

**Project Owner**

While occupying the role of the Project Owner within the Scrum Team for the SNHU Travel project, communication was of utmost importance. For example, reading from my journal input, asking the right and engaging questions when meeting with the client, can provide the clarity that is needed for the rest of the team to know what the Client is wanting from the software. This communication whether it be with the Client or the rest of the Scrum Team, is highly important so that the correct goals and information makes it to the rest of the team so that the correct items are being worked on and that the rest of the team understands the goals and the mission of the project. This role is also highly important because in this role you are responsible for the Product Backlog. The creation of User Stories help with the definitions that are set forth by the Product Owner that are easy to understand and follow for the rest of the team. In this case, we created and Product Backlog and User Stories for the SNHU Travel product that led to the team to better understand the goals and end game of the product.

**Scrum Master**

The Scrum Master is another role that we found ourselves in when going though the course and with the work for SNHU Travel. In the role of the Scrum Master, you take on the role of more of a coach and facilitator than that of a boss. The Scrum Master is responsible for helping setup the rest of the team for success. For example, we set up the Agile Team Charter. This laid out the Vision of the product, the mission statement for the team, laid out the members of the team and their role, setup the Success Criteria, the risks of the project, behavioral rules for the team, and the communication guidelines for the team.

**Developer**

When we took on the role of the developer, we had the opportunity to actually develop a working piece of software that met the Clients wants and needs. This role also highlighted the need for communication between all members of the team when discussing the features of the software. An example of this is the email that we sent to the respective parties for clarification on different parts of information for the software.

**Tester**

During my time working within the different roles, the tester role stood out to me as being more important than I have ever given credit. The Tester is involved in setting up the tests cases to test the different features within the software and to make sure that they are functioning correctly before the deliverable is sent to the Client for their review. This also has shown that communication is still key within the team.

During the different phases, we developed the User Stories from the Product Backlog that had different levels of priority to be completed by the team. One of the User Stories was that of a Top list of the travel destinations. With that story, we started with the concept for the developer to start to work on. At the same time, the Tester was hard at work developing the Test Cases for the story so that any bugs or issues could be quickly found and fixed allowing for the Sprint to be completed in a timely manner.

At a point during the development of the product for SNHU Travel, the Product Owner was contacted by the Client with the information that they wanted to shift the focus of the product to be more centralized on the Detox and Wellness travel instead of just on travel in general. With the use of the Agile approach the team was able to quickly and effectively transition with this new information, thus creating a new updated slideshow that was focused on this new information from the Client.

Throughout my work with the team on working on the SNHU Travel project communication has become of paramount importance. Without the communications, and correspondence between the different team members, the project may not have made it to completion that would meet the expectations of the Client. For example, we had email and User Stories from the Product Owner that laid out the requirements of the software. We also had email correspondence with the Product Owner that asked for clarification for different aspects of the software.

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When it comes to the organizational tools and how they work hand in hand with the different Scrum events, they provided and exceptional way for the team to stay organized and on top of the project. With these tools it is easy for everyone to see what is being worked on, when the Scrum meetings will take place, and to see the lengths of the Sprints. It also allows for the future planning of the Product Backlog during the different Sprints.

To me the Scrum-Agile approach was highly effective when it came to the SNHU Travel project. We had the different requirements laid out in the User Stories that allowed for many different members of the team to get to work right away. The Scrum meetings facilitated that the Product Backlog was worked through and completed in a timely manner. Even when we had one of the requirements change in the middle of the development, we were able to quickly transition to the new requirement without work having to be scrapped and restarted from the beginning. This allowed for the saving of time and resources to work on different areas of functionality. So far for this project, I do not see many cons in the way of using the Agile Approach for the project.