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Software Development Life Cycle

<div align="center">Sprint Review and Retrospective Final Project</div>

The success of the SNHU Travel project was due to every role in the agile team. Our product

Owner contributed by overseeing the vision of our product as well as updating the team on any

changes or updates from the client such as when the client wanted to have a wellness / relaxation

option instead of most popular. Effective communication is essential for the agile team so that

the Scrum Master, Developers and Testers all know how to frame their tasks as well as utilizing

the Product backlog created by the Product Owner. The development team was responsible for

the creation of the code and designing the look of it, they helped by creating the product itself

and providing valuable feedback to our Testing team allowed for efficient use of time and

resources. The development team communication with the product owner to gain a clearer path

when the wellness / relaxation change occurred helped keep the deadlines the same without

prolonging the initial deadline. The testing team working in tandem with our development team

by utilizing Test Driven Development helped create less errors and allowed for clearer feedback

with each other. Our development team having paired programming sessions helps the team

build connections as well as the 15-minute scrum sessions hosted by our Scrum Master. The

Scrum Master was responsible for making sure the team stayed on track, helped guide any

miscommunications, deliver transparency to the team and helped the team become self-

organizing. The Scrum Master made sure the team did not waste their time with the Daily Scrum

and allowed the team to become more open with each other.

The user's stories came to completion because of the nature of the Agile approach. The Scrum

process allowed for any changes or feedback to be made quickly. The initial user stories that

were made took time to get a clear picture and image of what it would be. After changes occurred because of what was becoming more popular at the time, the product owner got to work fast by updating the product backlog and communicating with the rest of the team about their new approach. Having regular meetings helps keep the team focused on the clear goal in mind as well as any needed feedback or potential issues that could be addressed during that time. A time during the daily scrum, one team member expressed confusion on a certain part of the user story which allowed for discussion because many others felt the same way, but this happened after the 15 minutes as a side bar.

The team handled the change in direction effortlessly. When the product owner created the user stories, detailed information was documented on what the client initially wanted. Since it was properly labeled and understood by the team, finding where in the user's story the new change can fit became easier to comprehend. Using sprints allowed the team to plan for changes in the development process to allocate how much time the new change will consume, it let the team evaluate how big of a change was needed and they carried out the changes without too much concern. The team having constant feedback loops with each other helped clear up any confusion as well because changes can be confusing on how to implement. The pair programming element from the development team as well as the test-driven programming element helped with communication amongst the developers to keep them all on the same page.

During our culture shift from the waterfall method to agile method proved to be successful when the team came together to talk about expectations as well as any concerns they may have leading to the change. I discussed the following "to add onto Test-Driven Development. I would need a list of features detailing what the expected outcome of these features will be. Having this will aid me in creating tests for the developer to model after." My response was to my developer who talked about test driven development. Since at the time I chose the role as a tester, I wanted to

add onto what Test-Driven Development would require and how it is beneficial to the team. Responses from the Product Owner are crucial to allow these aspects to be achieved within the team. My developer first talked about what they would like to see leading to agile method being implemented into our team. They said "Furthermore, Test-Driven Development (TDD), which entails writing tests before the actual code development, guarantees that our code fulfills its intended functions and reduces the probability of bugs in the future." My team member let me know that TDD will provide great results, I agree with them and all I needed to do was explain what I needed in return so that we may achieve this. Our responses fostered exemplary communication and feedback with one another and let other team members know our expectations for the rest of the team. Letting the team talk amongst themselves improves productivity, even though they are not creating something at the moment on their computer, it reduces the possible pauses in workflow due to confusion or mixed emotions.

As the Scrum Master I used daily scrums to help my team step away from the computer screen, allowing them to get active by standing up and making sure everyone participates. This allowed the team to stay on track and clear up anything that could confuse them. It lets everyone else know the progress on each other's work and allows them to adjust and plan their efforts accordingly. I also used sprint planning with the team and discussed the sprints and defined our sprint goals so that everyone can allocate their efforts and workload in an even manner. Along with the sprints I utilized the user's stories and the product backlog to gain a clear timeline and scope of work for each sprint. When the user stories are used, it gives the team a clear path to completing the project and allows for feedback loops to solve any issues and if not solved then will be known so that it can be addressed soon. Sprint reviews were important for the team and developing the product. I invited the stakeholders to discuss what has been completed during the

sprints so that they know the progress of the product because this lets the team update the product backlog based on their feedback.

I believe that the Scrum-agile approach proved to be successful compared to the waterfall method. The Scrum-agile approach allowed for effective communication to be established and trained, it allowed the team to stay focused on the tasks at hand, it helped solve issues quickly instead of waiting and the team was able to adapt to changes quickly and plan accordingly. The only issues I can see coming from this approach are allocating time for the planning phase and time for the feedback loops that occur often. Even with the above-mentioned cons, I still believe that the Scrum-agile approach was the best choice because a team being able to self-organize themselves when issues arise is an important component in an effective team. The time that is needed for planning such as, the daily scrums, the sprint planning and the feedback loops can save time on developing the product itself.