**Final Project:**

**Sprint Review and Retrospective**

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CS 250: Software Development Lifecycle

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August 15th , 2021

In our Scrum-agile Team, we’ve hired individuals to fill the roles of Scrum Master (myself), Product Owner (Christy), Developer, and a Tester (Brian). Each play a vital role in developing a well-balanced and efficient agile team that effectively mitigates much of the traditional risk associated with larger waterfall approach projects, helps provide flexibility in adapting new changes, and reduces time needed for the completed project. Christy and I were in charge of extracting all the necessary information from the client, breaking it down into smaller tasks, and delivering it to the team. In addition, Christy also aided in creating User Story’s by reaching out to customers to gain helpful information on what the public might expect in a travel software. This gave the developers and the testers a platform where they can begin working on the software. Each developer and tester also contributed to the team by analyzing each functionality and provided feedback to Christy and I whenever needed. This constant flow of communication was key in contributing to a fast, productive, and adaptive Sprint.

Let’s first define what the stages are in the Software Development Lifecycle (SDLC); requirements collection, analysis, designing, coding, testing, and maintenance. In an agile approach, we can basically use this cycle for each individual User Story, rather than one large project. By working in this manner, this not only helps save a lot of time, but also a lot of manpower as well.

When the team gathered new information from the Product Owner in which steered the project in another direction, by utilizing an Agile approach the team was quickly able to identify exactly what key functions were needed to be amended. When the team felt there was some ambiguity, one of the developers reached out to Christy and sent her an email, asking for her clarification. In terms of why Agile helped with this transition, a lot has to do with constant communication from the group. In addition, By utilizing daily/weekly scrum events, this helped keep everyone keep connected and on track throughout the project.

Our team was very successfully at communicating with one another. An example of an effective communication was when our tester needed to get in contact with Christy in order to clear some things up:

Dear Product Owner,

After our meeting, there are still a few things we need to clear up before moving forward with the new changes. Please address the following items within a few days so our team can effectively manage our time and resources:

1. Are we just focusing on finding deals for wellness and detox travel destinations or would you like to add that to the “type” and have it more advertised on the website than the others?
2. Should we still use the #1 top choice at the front, or should we start with #5? A lot of sites start with the last one, forcing the user to go through the entire list before viewing the best deal. This would grant us more clicks and viewing time for advertisers.
3. Is there a particular color scheme you would like to use? If so, we should discuss how the layout should look as well and not just the slideshow.
4. In reference to the color, is there a particular set of fonts you would like to use as well?

Thank you for your time,

As always, if there are any questions for me, please reach out and I will get back with you immediately. I am looking forward to hearing from you.

My best,

Brain

Communication such as this one is very direct and to the point. It conveys a list of concerns in which the product owner can address individually. Not only, did Brain reach out to Christy, but he also copied me. This way, all three of us can hold each other accountable just in case of any of us are tardy in responding. Lastly, it’s important to note that when someone can reach out to an individual who is either a product owner, or in some cases a project manager/lead, it demonstrates to the rest of the team that a so called, “open door policy” exists, which in most circumstances helps create a better working dynamic between the team.

Throughout the Sprint, we’ve utilized many organizational tools that not only helped our team succeed, but also prop up the very founding Agile Principles too. Some of the organizational tools were our Agile Team Charter Template, which basically broke down our mission statement, team names, our risks, our behavior within the team, and how communication between one another should be performed. We also used User/Test Stories to extrapolate customer feedback and help facilitate our product backlog. In addition, we utilized Daily Scrum Events, which gave everyone in the team a quick 15-minute summary of what everyone did, what everyone is currently working on, and if there are any concerns that need to be addressed. This last tool actually falls in line with on the agile principles, in reference to Agile Alliance (2021) “The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.” Everything that is performed by an agile team should represents each of the 12 agile principles.

I believe the Scrum-agile approach is extremely beneficial in terms reducing risk and faster development, especially in the field of software engineering. In terms of the SNHU Travel development project, since this project mainly consisted of introducing the team, identifying desired functions in the software, a small hiccup, and realign the project towards a different approach, both waterfall and agile methods could work in this scenario. However, in terms of actually going through the process of developing software, I find the Agile will be a better fit. Agile doesn’t always come with all the benefits. A lot of the time, it’s the cohesion of the individuals that can either make or break the team. It’s important to create a team that is equally balanced and not all inexperienced vs. experienced. In addition, sometimes the stakeholders would like a much more concrete pathway to how everything is going to be laid out in terms of developing, whereas an agile approach is a very fluid process. If a stakeholder is not use to this style of approach, there could be a lot of bumping heads, so to speak.

**References:**

Agile Alliance. (2021, July 27). *12 Principles Behind the Agile Manifesto | Agile Alliance*. Agile Alliance |. https://www.agilealliance.org/agile101/12-principles-behind-the-agile-manifesto/