# **Sprint Review and Retrospective**

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10/17/21

Recently our team worked on a SNHU Travel project that brought out the best in me and my team. Using an Agile Scrum team, the following project was created to accommodate SNHU Travel’s customers needs and to update the current travel website. A good portion for the ideas of the updates to the site were gathered from user stories that came from SNHU Travel’s customer base. Certain changes such as different profile travel options, hot deals, and travel recommendation destinations were among a few new features that made their way to the website. Each user story and meeting with the customers played a big role in the process of this project.

An Agile Scrum team is held together by a Product Owner, Scrum Master, and developers. Product Owners, manage and figure out what is best for the product backlog. Along with explaining to the developers on how to work on the backlog and other goals of the project, the Product Owner creates user stories and plans meetings. The Scrum Master is basically the overseer of the development of the project and is considered an agile coach for the Development Team. What I consider the backbone of the Scrum team the Developers follow said instructions on the goals and project needs from the Product Owner and Scrum Master while also creating/testing the product itself.

A focus group and meeting that contained the Product Owner and three of SNHU’s Travel customers was held to come up with some user stories. The user stories came about because of the customers feedback on what changes they would want to see on SNHU’s Travel website. Each user story was prioritized differently from others but were all valued highly by our team. Shortly after the meeting with the focus group, a sudden meeting was held to change the direction of the project. A new website tool for detox/wellness trips was the focus of this meeting and the team immediately made this the main priority ahead of the assimilation of the user stories.

Communication is very important when working on a project no matter what methodology we’re going by. Daily scrum meetings are very important to ensure the team knows what today’s goals are. A sprint planning meeting is another form of team communication that is conducted to determine which backlog items will be handles in the next sprint. Each meeting between the agile team is very important because if there’s a disconnection between the developers and other members of the team then the project planning won’t go as smoothly as it should. If the team is moving cordially with the understanding of how they should perform under their role and set project goal, then the development for any product should become less tedious and challenging under that notion.

Organization tools such as user stories offered a great insight on how we should model/revamp the travel website and this prove to be very effect for our team’s success. To help keep track of the project’s progression burndown charts became a useful tool by showing us a visualization of the work that was done so far and how much was left. User stories need to be organized as well and that’s when a sprint backlog comes into play. A sprint backlog contains a list of user stories and other tasks that need to be completed between each sprint. The Product Owner oversees this backlog and makes sure it’s up to date with new items or the removal or existing ones to improve the backlog. Overall, organizational tools offered a sense of direction for this project and helped us come out with great results with as well. The effectiveness of the Scrum-agile team also played its part with the development in the project. Certain actions would not have happened if we didn’t use Scrum-agile such as when there was a meeting to create a travel tool for detox vacations. If we instead used Waterfall methodology, then there would have never been a meeting to discuss that tool. Agile was the best course of action for the creation of this project because there can be sudden changes like the one we had, and we also would have not been able to take our time to continuously test certain tools and features on the SNHU Travel website that where designed by our team.

Our team did a great job on developing a better website for SNHU Travel. There’s still room for minor tweaks and maybe some additional features for the company’s website but I believe we fully satisfied our customer. Developing under Agile scrum was something new that came with a good amount of notable learning experiences. For my conclusion after having my time with agile depending on the requirements and size I don’t not believe certain projects need to go through agile methodology. Instead, I would recommend waterfall methodology because of how straight forward and simple it is compared to agile.

REFERENCES

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley.