**Sprint Review and Retrospective**

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CS 250: Software Development Lifecycle

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August 13, 2023

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Throughout the lifecycle of SNU Travel, there were indications that this project would be a challenging one. There was a plethora of concepts and ideas that were shared and were each used to build upon. As early in the development lifecycle the team participated in sprints, daily scrum meeting, and consulted with the product owner. I did find that testing the agile methodology was a definitive success. After meeting with our client at the outset of this project and meeting with the product owner we gained valuable insight into customer needs/feedback. A detailed chart was introduced with multiple user stories that allowed for the top five customizable lists based on popular destinations or user preferences to be used and that was later segmented into smaller stories which were placed into the product's backlog before handing to the development team for division into sprints during sprint planning.

These user stories covered topics like the ability for users to select a link on the homepage to take them directly to a list of top five vacation destinations and sort them based on different factors. The functionality for finding all requirements within each destination and finally being able to click directly through to destination packages. Although other stories focused on other parts of an epic story the scrum team focused their sprint planning efforts specifically on this sprint.

Following successful negotiations between the product owner and development team, the development team determined which stories would be completed during each sprint; simultaneously testers immediately began creating test cases based on backlog items. Test cases provided a framework of what each story needed to accomplish, and the development team started writing code to meet these standards. At this time, product owners spoke up on behalf of clients to suggest slight modifications for SNHU Travel Project development. SNHU Travel's team refocused the project towards health and wellness, which could influence which vacation packages were provided by the top-five travel destinations. However, the new implementation of this new shift was naturally organic and stress free to update thanks to the benefits of the agile methodology.

My team greatly benefited from using agile methodologies. Though there wasn't as much paperwork or requirements in comparison with using waterfall methods, we still were able to move ahead quickly on our projects using only what specs existed at that point in time.

While participating in one of our Sprints, our client requested an unexpected change. Their user stories had to be modified accordingly. Although this required us to adjust mid-Sprint to meet new requirements without needing to start over with new cost calculations as would normally occur with the traditional waterfall method, instead, we made these necessary modifications using agile which allowed us to continue forward without interruption from start-overs due to product specification adjustments which would normally halt progress completely.

Agile made the change easy for we could see how any required modifications would impact our current sprint, then decide whether they could be added as tasks to be implemented later or added to a backlog for implementation in an upcoming sprint.

Daily standup meetings provided teams with an effective means to stay apprised of daily progress, utilizing scrum allowed us to quickly adapt to changes during sprints while keeping communication lines open. At the outset of their sprint the testers took proactive steps by communicating directly with the product owner to obtain confirmation on project details which allowed them to create test cases quickly due to quick responses from the product owner. The product owner communicated effectively and answered any questions or concerns the team had such how much time the team should focus on a set plan and the budget needed.

Ultimately, I found Scrum-agile was ideal for this project, though at times its agile nature could present more difficulties due to not necessitating as many product specs as traditional waterfall projects would. Agile nonetheless brought advantages that helped us feel less restricted as part of an adaptive team approach to working more quickly towards meeting objectives than their counterparts would. It is also important to recognize the aspect of agile that lets the software developer teams not have to start all over if they want to implement new features/ideas is excellent. The product manager was able to extract user stories from initial client interactions, quickly getting the project underway while also illustrating agile methodologies during the development process. Agile is more adaptive, it allows us to effectively address changes as they come up, taking them into consideration before determining their urgency or postponing action until later. I believe that the Scrum-agile approach was the best approach for the SNHU Travel development project. It emphasized concepts that lead us to be successful throughout the software development lifecycle which summarized included, meeting the customer's needs, delivering a high-quality product, adapting to changes quickly, collaborating effectively and staying organized.