**Sprint Retrospective**

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**Applying Roles**

The Scrum Master and the Product Owner initially met with the client to determine the baseline client expectations. Then, the Scrum Master wrote an Agile team charter, which put in writing the goal of the project, the team members, the success criteria, the key project risks, the rules of behavior, and the communication guidelines. The Product Owner then translated the requirements into user stories, sized them, and established their acceptance criteria. The Developer then implemented one of those stories. The Tester then wrote test cases and revised them based on new information from the Product Owner (a wireframe). The Developer made changes to the code based on additional information from the Product Owner (a focus on a specific destination type). Lastly, all the roles teamed up to make Agile recommendations to the company.

In short, the Scrum Master is a servant leader for the team, mediating and eliminating blockers, the Product Owner is the liaison between the team and the client, setting expectations and making clarifications, the Developer implements the user stories provided, and the Tester tests them to make sure they are running smoothly.

**Completing User Stories**

The Scrum-Agile approach to the SDLC helped user stories come to completion by enabling necessary discussion between team members. The user stories were able to be adjusted because of communication with the Product Owner. Without the Product Owner, the developer would have to guess what the expectations for the story were, which could lead to the developer completing inaccurate work. The meeting transcripts also helped, because they were necessary for writing the stories to begin with. Without the information from those meetings, the stories would have never been written, and therefore, would have never been completed.

**Handling Interruptions**

The top 5 destinations list underwent some changes. Originally, it was a scroll view, but then it was adjusted to a slides view. This required Agile adaptability. If we were using a Waterfall approach, this adjustment would not be permitted because all the expectations would have been firmly set before coding began. Because we were using Agile, the view was able to be adjusted to satisfy the client. Additionally, the destinations list was updated to be focused on Wellness themed destinations due to the popularity of that destination type. Again, because we were using Agile, this could be adjusted.

**Communication**

In the group work where we recommended Agile practices, one team member created a list of our recommendations from our posts so everyone could pick between one recommendation for each post. This streamlined it for everyone else. Team members taking the initiative to make things easier for other team members in a discussion is immensely helpful.

Other than that, the most helpful thing when completing the work was the discussions between the team members. When writing the user stories, it was helpful to hear all the different ideas from the meeting provided, along with the reasoning for those ideas. Those ideas became user stories. Another helpful thing was communication with the Product Owner. Emailing the Product Owner brought clarity that was necessary for revising the test cases.

**Organizational Tools**

User story sizing, which happens during sprint planning, helps with user story assignments, because developers will have a better idea of how much time is necessary to complete one. That way (ideally), no one is overwhelmed with the work they are assigned during a sprint.

Daily Scrum meetings let team members check in and make sure no one gets drowned out, and sprint reviews and retrospective are important for reflecting on a sprint and adjusting for the next one.

The most important Scrum-Agile principle to this project was adaptability, because changes were needed for the top 5 destinations view, and without adaptability, the team would not have been able to handle it. Another important principle was communication- without communication with the Product Owner, the tester and developer would have been shooting in the dark completing their work.

**Evaluating Agile Process**

The adaptability of Agile is both its biggest strength and its biggest weakness. Because Agile allows for changing requirements, the development is subject to the whims of the client. In this case, development time and test case write up time was doubled because the client changed the view of the top 5 destinations and moved from niche destinations to wellness destinations. While this did take up more time, it also meant that the client continued to be satisfied, and the team did not deliver a product that did not meet the client’s changed expectations.

Agile was the ideal approach for the SNHU Travel development project because Agile allowed the team to deliver the product to the client that the client was happiest with. If Waterfall was chosen, the developers would not be able to deliver the changes the client requested, which would make the project ill-suited to the client’s needs. Changing the destinations from simply niche to wellness focused was major, and necessary.