CS 250 – Software Development Life Cycle

7-1 Final Project

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December 6, 2022

**Sprint Review and Retrospective**

A Scrum-agile team consists of a Product Owner, Scrum Master, and team members. The team may include developers, testers, writers, and other roles as required. Each role is essential and provides significant value to project development using agile methodology. This course provided studies and scenarios in which we assumed the various agile team roles. We learned the responsibilities by approaching each assignment from a different team member’s perspective, increasing our understanding of how agile methodology functions in product development.

The Product Owner manages the product backlog, prioritizing the work based on requirements from stakeholders and customers. They are responsible for setting the product vision and goals for the development team. High-quality communication ensures that the team understands user requirements and maximizes the value the product will provide. In week 3, we engaged SNHU Travel’s customers to learn what improvements the end user would like to see implemented to the website destinations listing. This feedback helped form user stories and was prioritized based on the feasibility of each request.

The Scrum Master is a unique role for an agile team member who spends much of their time helping other team members communicate, coordinate, and collaborate. This role keeps track of progress and deals with any impediments that disturb the development team’s workflow. In week 2, we worked on developing the team’s understanding of the Scrum project development framework. We provided the team with tools to self-organize and reduce dependency on management. As Scrum masters, we promoted cooperation, increased ownership of work completed, and encouraged the project team to come together to achieve a common purpose through Sprint, release, and project goals.

A development team should be able to self-organize, take ownership, and communicate effectively to get work completed. This goes beyond just writing code. This includes additional responsibilities such as planning and estimating developmental tasks, understanding the business purpose of user stories, and defining ways of satisfying project goals. The development team should work directly with the Product Owner to clarify and define the requirements of each user story to be implemented. As a developer and a tester, we communicated with the Product Owner and Scrum Master by asking questions related to the user stories to understand better what SNHU Travel required. “Daily standups are a way of making meetings much more efficient in an agile project” (Cobb, 2015). These 15-minute meetings allow open communication and transparency in which every person in the meeting answers three primary questions: What did you accomplish yesterday? What are you going to accomplish today? What obstacles are in your way?

The user stories in this project were created with input from a customer survey and further defined by project stakeholders. The details of the user stories include functionality and user experience. The descriptions are captured from an end-user perspective to articulate how a feature would be implemented. If there are any changes, the Scrum-agile approach to SDLC allows for flexibility and enables the project team to pivot quickly.

An example of the flexibility of agile was in the assignment for week 4. Assuming the role of Tester, I was instructed to develop test cases for user stories. One user story needed more fine points, such as the ability to sort the discounted vacation packages. To satisfy the first principle of the agile manifesto, this feature was highly prioritized to provide a better user experience and strengthen the value that SNHU Travel creates for its customers. I believed user feedback would be valuable in creating test cases, so I drafted an email to the customers looking to respond to the current user experience and how it may improve. The contents of the email are below:

Dear valued customer,

SNHU Travel aims to enhance the experience when visiting our website and booking a vacation package. Providing enjoyable and easy vacation booking for you is our highest priority. Please answer the following questions and describe them in detail if possible.

* What did you find the most/least appealing about the SNHU Travel website?
* What is easy/difficult about using the service?
* Do you feel like anything is missing from the interface?
* Would you continue to use the website for vacation booking? If not, what needs to change about it for your continuous use?

Thank you for your time.

An organizational tool that helped the team be successful was the JIRA software. The Kanban boards supported the team track project development. It provided open communication and transparency even when groups were distributed. Graphic tools such as burndown charts offer the means to visualize the workflow. Project Owners are given the insight to make better business decisions and maximize the efficiency of each Sprint.

The agile tools, product backlog, and user stories helped contribute to the success of the SNHU travel project. Defining details of the user stories was vital for the items the Product Owner would prioritize to be implemented into the project. When the requirements for the top 5 destinations list were changed, the backlog adjustment was essential to help pivot to develop the task differently—utilizing agile made those adjustments easier than if I had used another methodology. Testing the SNHU project during each developmental phase creates opportunities to enhance the SNHU Travel website because of the excellent communication of the project team. The waterfall method may have been better suited if the requirements were constant and not changed regularly. The project presented made it more suitable for an agile approach, as SNHU Travel would need to act fast to meet customer demand and continuously deliver value.

References

Charles G. Cobb. *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley; 2015. Accessed December 9, 2022. https://search-ebscohost-live