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CS 230-T3269

Module Seven Final Project: Sprint Review and Retrospective SNHU Travel project

The SNHU Travel project was a great success, and it was possible due to the contributions of various roles on the Scrum-agile team. The Product Owner played a vital role in prioritizing and communicating the user stories to the Development Team. The Development Team, which consisted of developers and designers, worked closely together to complete the user stories as per the requirements. The Scrum Master facilitated the Scrum events and made sure that the team was following the Scrum framework.

The Scrum-agile approach to the SDLC helped each of the user stories come to completion by breaking down the project into smaller, manageable pieces. The team held daily stand-up meetings to discuss progress and any obstacles and the Sprint Review and Retrospective allowed for regular evaluation and adjustment of the project's direction. This approach proved to be beneficial as it helped to keep the project on track and deliver it on time.

When the project was interrupted and changed direction, the Scrum-agile approach supported project completion by allowing for flexible and adaptive planning. The Product Owner was able to re-prioritize user stories, and the Development Team was able to quickly pivot and adjust their work accordingly. The Scrum-agile approach's flexibility made it possible for the team to accommodate changes in the project while still delivering it on time.

Effective communication was a key aspect of the team's success. I regularly held team meetings, shared progress updates through email and project management software, and provided clear and concise instructions. These examples of communication encouraged collaboration among team members and helped to ensure that everyone was on the same page. The team was able to work together seamlessly due to effective communication, which helped to deliver the project on time. Sample email from the module four Journal :

Email: [Username]@.edu

CC: [Username]@.edu,

Subject: Request for additional information for test case development

To: Development Team, Stakeholders

Hello,

I am currently working on developing test cases for the SNHU Travel booking software, and I have been utilizing the user stories as a guide for my testing efforts. While the user stories have provided a great deal of helpful information about the software's functionality and user experience, I have identified some areas where additional information would be beneficial for my test case development.

Specifically, I am missing detailed information about the specific input and output data that the software will be handling, as well as information about the specific error conditions that the software should be able to handle. Additionally, I would like to know more about the specific performance or scalability requirements that the software should meet.

I would greatly appreciate it if you could provide me with this additional information as soon as possible, so that I can continue to develop effective and comprehensive test cases for the software.

Thank you in advance for your assistance.

Best regards,

[Idriss Kacou]

The organizational tools and Scrum-agile principles that helped the team be successful included the use of a project management software, daily stand-up meetings, and the Scrum events (Sprint Planning, Daily Scrum, Sprint Review, and Retrospective). These tools and principles ensured that the team was focused on completing the user stories and making adjustments as needed. The team was able to deliver the project on time and with desired quality due to the use of these tools and principles.

The Scrum-agile approach for the SNHU Travel project presented pros and cons. The pros included the ability to adapt to changes in the project, clear communication, and the ability to break down the project into smaller, manageable pieces. The cons included the potential for scope creep and the need for strict adherence to the Scrum framework. However, the pros of the Scrum-agile approach far outweighed the cons, making it the best approach for the SNHU Travel development project.

In conclusion, the Scrum-agile approach was a perfect fit for the SNHU Travel development project, and it helped the team to deliver the project on time and with desired quality. The various roles on the Scrum-agile team contributed significantly to the success of the project, and the Scrum-agile approach's flexibility and adaptability supported project completion. The organizational tools and Scrum-agile principles were instrumental in the team's success, and effective communication encouraged collaboration among team members. Overall, the Scrum-agile approach was an excellent choice for the SNHU Travel project, and it proved to be a valuable method for delivering software projects.