

Iesha Sahin

CS 250 Software Development Lifecycle

Mr. K

December 11, 2022

### **SNHU Travel Sprint Review and Retrospective**

Every role on the agile team contributed to the success of the SNHU Travel project. The Scrum Master facilitated the meetings, allowing every person on the team to share their current progress and any challenges they were facing. The scrum master made sure that the meetings stayed on topic which made every meeting beneficial to progression of the project. The product owner succeeded to gather useful information about the needs of the users of the project. Because of this, the product owner was then able to create user stories, organized by priority, that would later be a huge help to the developers and testers of the team. The developers and testers worked together to create a workable product to send out to the client for their feedback. The developers worked to quickly implement all user needs from the user stories while keeping their code readable and clean.

Even though the project was interrupted, it was still able to be completed on time. The original goal was for a top destinations list for the users, but it was later changed to a top wellness destinations slideshow. Because of constant communication, the news about this change received to the team quickly. Even though the developers were worried when they first found out about this change, because of the agile approach that delivers incremental deliverables, only a

few changes were needed to be made. With the support from the rest of the team, the developers and testers were able to make their few changes to implement this new feature with little stress.

During my week as a developer, I drafted an email to the product owner and testers for some things I needed further information on. I laid out the specific things I needed from each role and said what date the developers needed a response by. Another time the team showed ability to communicate was during the shift in direction of the project. At the meeting when the change was announced, questions and comments were encouraged by the product owner. This made sure no one left the meeting with doubts or questions lingering in the back of their minds. Although, if there were any more questions that a team member thought of after the meeting, email has proved to be a great method of communication for the team.

One of the organization tools that helped the team be successful as the use of Azure Boards. Azure Boards allowed teams to create multiple work items to stay on track. For items that are of higher priority, team members were able to style their board to their liking to specify levels of importance. Progress of each deliverable was also able to be tracked. This tool created a very detailed overview for the team members to go back to at any time. It tracked the progress of both the project and team. Everything was managed from just one board.

The agile approach was the best for the SNHU Travel project. The pros far outweigh the cons. Because the agile method values flexibility, the change in direction from the client wasn't an issue at all. If we went with a waterfall approach, there would be numerous setbacks, and the

project completion date would have been delayed. The waterfall method would basically require starting from scratch. Agile proved to be the better approach every week from the communication and teamwork to the quality of deliverables that we completed each week.