Sprint Review and Retrospective

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CS250 Software Development Lifecycle

Professor Mason

October 20, 2024

**Applying Roles**

The product owner has the responsibility of understanding the customers and stakeholders. Using that understanding, they help create and manage product backlogs, along with communicating with the Scrum team to ensure that the customer’s needs are being met. It is up to them to develop and guide the team towards a specific vision for the product. In this role during the SNHU Travel Project, I went over user stories and ranked them by importance and transformed them into requirements and added them into the Product Backlog, giving the rest of the team a clear idea of what items they need to implement to satisfy the customer. Following that, if any issues arise or clarification is needed, Product Owners communicate with the rest of the team as well as the customer and any other stakeholders.

It is the job of the developer to take requirements from the Product Backlog and create working aspects of the product to satisfy those requirements. Working in a self-organized fashion, the team of developers chooses user stories to complete within each sprint. It is their job to basically create the product. When an issue comes up, they communicate with the Product Owner to clear up any issues and gain a clearer picture of what each user story should result in. While working on the SNHU Travel Project, I fulfilled the role of developer by programming parts of the project, completing some of the user stories. I also emailed the Product Owner to gain clarity on our goals as developers for the project.

The Scrum Master is a sort of supportive leader. They are the glue that holds everything together and work wherever they can to provide whatever support they can. They help guide Scrum Meetings and are knowledgeable of Scrum principles. They can also help the development team manage their Product Backlog and facilitate communication with the Product Owner. During the SNHU Travel Project, I helped guide the daily Scrums and keep them on track, helping identify and deal with blocks. I also helped organize the Product Backlog.

**Completing User Stories**

Within the Scrum-Agile approach, the process of completing user stories starts with communicating with customers and stakeholders. The Product Owner collects their stories and turns them into workable Backlog items which are then put on the Product Backlog. At the beginning of each sprint, developers choose a group of stories and turn them into completed requirements by the end of the sprint, asking questions to the Product Owner when needed and using the help of the Scrum Master. Then, a new sprint begins and new user stories are chosen to complete and this continues until the overall project is done. In the Project, I participated in each point of this development; I took user stories and organized them into a Product Backlog, helped program some of the stories, and communicated with the Product Owner

**Handling Interruptions**

Scrum-Agile is based around communication and adaptability. In my role as developer within the Project, there were points when I needed clarification on the user stories I was working on. To get clarity, I communicated with the Product Owner. Another interruption came in the form of the stakeholders changing a vital aspect of the product: changing from regular travel destinations to focusing on detox/wellness retreats. After being informed of that by the Product Owner, we were able to quickly adjust our focus and meet those goals.

**Communication**

One example of communication during this Project is mentioned in the previous section. When, as a developer, I needed clarity on certain aspects of the project, I emailed the Product Owner, asking well-defined questions. Receiving those answers allowed me to better meet the needs of the customer and create a better product. Perhaps the biggest example of communication is the Daily Scrum. It allows the team to all talk about their progress, goals, and blocks. This helps each team member understand the progress of the project as a whole.

**Organizational Tools**

One of the biggest principles that led to our success on this project was transparency. Through the Daily Scrum and other forms of communication, everyone was largely kept on the same page. This helped us work better together and complete user stories quicker and with more accuracy. Focusing on the Daily Scrum specifically, each team member was able to understand everyone else’s role and progress. When someone needed help with what they were doing, they were more likely to receive help. When a team member had hit a block, the Daily Scrum allowed others to offer solutions. Overall, the Daily Scrum was the most useful tool we had.

**Evaluating Agile Process**

Since there were interruptions and some changing of goals halfway through the project, we benefited greatly from adopting Agile. It allowed us to quickly swivel to the new objectives without too much trouble. That is the great strength of Agile: it is designed to accommodate change. Despite that, Agile does have an amount of uncertainty that can become a negative. Since it does not allow for a great amount of long-term planning, it can sometimes result in overlong development cycles and unmet expectations/deadlines.

For this project, Agile was the right methodology to use. There were situations where changes had to be made and we had to adapt. Agile allowed us to do that. With a Waterfall-style process, those changes we had to make would’ve taken a lot longer and would’ve seriously hindered our progress. It was only with Agile that we were able to quickly swivel and continue our work. Scrum-Agile was definitely the best approach for the SNHU Travel Program.