**Final Project: Sprint Review and Retrospective**

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CS-250 Software Development Lifecycle

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**Abstract**

Throughout this paper I will be looking back at the last seven weeks of development to give a retrospective of my what I have learned. This paper will also go over all the various roles I took while completing the SNHU travel assignment. I will also discuss how a scrum-agile approach helped the completion of this project as well as allowed us to adjust course when needed. This paper will conclude by the discussion of the principles and organizational tools that I have used and gained experience on throughout this project.

Throughout the development of this project and the weeks in this course I was able to take on various roles throughout the scrum team. These very important roles included the scrum master, product owner, tester, and finally the developers. By being able to take on all these roles I was able to get a better understanding on how these roles rely on each other and interact throughout the duration of any project not just the SNHU Travel project. I was also able to see how important timely and effective communication is throughout the entire team while working on said projects.

I was able to start my journey as the scrum master, which was beneficial for many reasons, but most importantly it allowed me to see all the communications within the team. From this position I liked that I was able to see the amount of collaboration and teamwork where everyone was just as involved with others success as well as their own. It is the scrum master’s job to lead the daily scrum meetings, do the sprint planning, prioritize the product backlog, and the retrospective at the end of each sprint. These meetings and items are very important as they help with efficiency, accountability of the team members, collaboration within the team, and finally focus on the project completion in a professional manner.

During this role as the scrum master, I was to create and see out a schedule for the daily meeting. These meetings are essential as they helped me to see where everyone is at in the development of the project as well as allowing others to know what is coming and or expected of them. While in these meetings the setting of the daily goals would help with more manageable goals that everyone on the team could agree on. These meetings would also help to identify and hopefully resolve any problems or impediments the team may have. While sticking to the 15-minute time frame for the meeting, I made sure that everyone had a turn to answer the three questions and got answers to any questions that they may have had.

Table

Description automatically generated The next role I was able to take on was the product owner in which I learned about maximizing the value of the project and the time of the development team. This role also helped to improve my communication skills as it is critical to the successful implementation of the user stories into the development of said project. With that being said I would say that persuasive skill are the most important that a product owner can have. As said skills would help to convince the end user that your software can and will help solve their current problems. I also had to present the user stories to the scrum team in an effective manner so that they understood and could build the best possible product for the client and end users. The clear and detailed characteristics of the user stories are crucial to the creation of the scrum team. These user stories also help to minimize the errors in communication over a survey or something similar as they are held in face-to-face meetings. Creating the user stories and creating and adjusting the product backlog as needed are both very important to the overall success of the project. I have attached a copy of my product backlog and a sample user story that I completed on the SNHU travel project.

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The product backlog and user stories help by giving the team a realistic place to start within a project. It also allows the team to see which parts of the project are more important and allows them to start with those. As the product owner prioritizes them based on size and importance to the client and user stories.

Next, I was able to take on the role of a tester for the SNHU travel software, this role allows the team to execute tests throughout the development and find problems over time rather than just at the end. Communication with the product owner and the development team throughout these tests are very important to the success of the team. If a test does fail the agile method allows, then to reach out to the product owner if need be and fix the problem while sharing with the whole team at the next daily meeting. This allows everyone to know why the test failed and what was done or get input on what could be done to solve said problem. The test cases have acceptance criteria, and they note the size of the test case along with their priority level. This helps to know how to spread the work amongst the team in an effective manner. Below, I have attached a copy of one of the test cases that I completed while on this project.

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The test case shows clear pass or fail measures while also stating the priority of the test case itself.

While in my role as a tester I came across a user story that I needed clarification on so I sent an email to the product owner which is below;

Dear Product Owner,

Good afternoon, I am reaching out today to go over a certain design detail that you wanted to have changes made on. You had mentioned to have the ability to choose your vacation type in your profile settings but was wondering if you would want that ability elsewhere. If we could get some examples of what you are looking for and maybe send those over that would be great. If you feel it is easier to talk in person or chat over video call we can arrange that as well.

Thank you for your time in advance and I look forward to hearing from you!

The best,

Jesse Jesseman

Communication to this degree helps to clearly address what information that I needed to continue with testing. It also helps to encourage communication throughout the team by keeping everyone in the loop. By reaching out before the development beings it allows for any confusion to be cleared up so that the development team has a clear understanding of needs to be done. Within the email I also offered solutions to my problems by offing an in-person meeting or a chat over video call.

The final role I was able to experience is that of a developer, which I believe is one of the most important roles throughout the entire agile methodology. The role of the developer is more important than just developing code, they also test the code and interact with almost everyone on the agile team throughout the process. Along with this I also was able to update my code based on a change from the product owner rather than scraping the code and starting over. As a developer on this project, I would like to be made aware of any changes sooner that later as for any project development changes can be very stressful. Agile makes this easier as everyone is working together and up to date with clear and concise communication. Agile also allowed me as a developer to be more flexible while creating code due to its ability to adapt based on product needs. Throughout a project, changes will be made at every level from product backlog to test cases, agile allows the developer to keep coding while making changes, when necessary, which saves time in the end.

While in the role of developer I had to reach out to get clarification on a change, within my email I offered to set up a meeting with the testers and others involved so we could solve the problem quickly. A copy of the email is provided below.

Dear Christy,

I see that there is a new request focused on detox and wellness travel. While we can certainly get started on this right away, I would like to get some more details on the specifics before we get too involved with this update. If we could schedule a meeting sooner than later to get these concerns addressed. I thank you for your time and look forward to hearing from you soon.

The best,

Jesse Jesseman

Throughout my experience in all these roles the agile method allowed me to be more flexible and manage my time in a better manner. With that being said I do think that the waterfall method does have its benefits in some projects. Like when you have a clearly defined product that you are not expecting to change. On the other hand, if you are starting a project that is not well defined and are expecting to change, like the SNHU Travel project, I would strongly suggest and agile approach.

The phases of the SDLC or Software development lifecycle, are used withing the agile methodology. Staring with the scrum master and going through all the very important roles, there where items that each had to create to have a successful and timely completion of the product. To start with the daily meetings, I had my reservations on how I felt on wasting 15-minutes every morning with said meeting. But after completing this project it helped tremendously with adjusting the workload of team members and ensuring accountability. When first starting the transition to agile the team had a chain of emails going to help work out any problems or questions that could be answered before the meeting. As some of these questions would waste time in the 15-minute daily meetings that where to take place. Below is a thread of emails where we cleared up any questions prior to the first meeting. During this thread I was taking on the role of a developer.

**Hello Team**,

I will be taking the role as one of the developers, In this role I will attend the scrum meetings and share my progress along with and potential problems that I may have. I look forward to our first scrum meeting as well as an individual meeting with the product owner as to allow for a better understanding of the product our client is wishing to have created.

Jesse,(**product owner**)

I look forward to our meeting, as well! Our first client wants a managed web solution and account server to handle their massively multiplayer game community, and while we have to decide on the first task to handle, the foundational pieces are the database model, the authentication system controller, and the view. Is there anything that you would like to know about the specific requirements for these modules prior to our first meeting?

Jesse(**Scrum Master**),

As a developer in an agile environment remember that collaboration and communication with your team is one of your most powerful tools. As scrum master I will do my best to foster this in our daily scrum meetings. Since our scrum team is fairly new, I would like developers input on how to create an effective daily meeting. My initial instinct is a physical burn down chart, thoughts?

Brain(**Dev**),

I can't think of anything else based on those requirements, but please do let me know the moment something does change so that we can adjust accordingly.

The overall nature of agile allows for changes on every level from testers to developers. All the tools that are listed above are of the utmost importance to the completion of a project and using an agile approach allows for more flexibility throughout.