7-1 Final Project

Jesse Moore

SNHU Computer Science Department

CS 250 – Software Development Lifecycle

Professor Jacobs

August 12, 2024

**Sprint Review and Retrospective:**

Each member of the team was incredibly helpful this sprint, applying Agile practices to effectively meet our goals by the set deadlines. To start, our Product Owner met with potential users in order to thoughtfully plan out and draft User Stories. This was a great help in setting the pace for our team, creating actionable items for us to focus on in the coming weeks. Their continued communication with the users and stakeholders allowed us to successfully deliver a product that met the standards asked of us. When there was a change in priority by the stakeholders, the Product Owner communicated this shift to the team swiftly allowing us to make necessary changes promptly avoiding conflict. Without their hard work we would surely have had a much harder time completing this project.

Our development team also did fantastic work. They put a lot of time and effort into the SNHU Travel project, and even after a major shift in focus halfway through, they managed to deliver a quality product for us to be proud of as a team. The shift in focus came midway through the development process; while having a working prototype nearing completion, they successfully made the requested shift in the app’s focus. This was a great example of Agile, taking in the changes and shifting gears quickly to maintain the sprints deadline goals without sacrificing quality of work.

Our testers worked diligently to work through test cases, ensuring all needs were met and if they weren’t, communicating needs as they found them lacking. We continued to rely on them throughout our sprint, and when the change in focus was communicated to us by the Product Owner, they made sure to stay on top of tasks and complete additional testing as the new features were implemented.

As this sprint’s Scrum Master, I did my best to support the team wherever I could and facilitate an environment that emphasized communication and mutual trust. While I did not head the communication efforts between the Product Owner and the team, I made sure to follow up with both sides to make sure that no one was left in the dark on the status of our sprint or actionable items that were still outstanding.

**Tools**:

An important part of our work is cooperation. This was streamlined using tools like Jira, an issue and project tracking software. Using tools like this allowed our team to maintain tight communication despite not always being in the same building. Having the ability to add and modify tasks as well as make these changes readily viewable to the entire team as needed was crucial in in our efforts to maintain the well-oiled machine that is our team.

**Evaluating Agile Process:** The Agile process was incredibly effective for this project. Something that tends to happen quite often is having to make changes somewhere midway through a project, and this was the case for our SNHU Travel project as well. We were at a point where we had completed a lot of work already on the product when we were met with a change in priorities by the stakeholders, and with that we had to shift our focus. Had we adopted Waterfall instead of Agile we would have had to wait until the product was complete in order to make any sort of changes, a costly and frustrating action. Agile allows us to make changes where we see fit to complete our tasks efficiently. Without room for changes and adaptability there is little room for any type of feedback for us to provide the best product possible, ensuring customer satisfaction.