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**Sprint Review and Retrospective**

In the SNHU Travel Project, the Product Owner's clear user stories and well-maintained backlog provided precise requirements and priorities, ensuring that the Scrum Team was aligned with stakeholder needs. The Scrum Master facilitated prompt and organized meetings, managed progress effectively, and resolved any impediments the team faced quickly. The Development Team continuously implemented features based on the User Stories, collaborating closely with the Tester to address any issues encountered. Although the Tester’s role was smaller, they created comprehensive test cases and provided crucial feedback that upheld the product's quality. The seamless collaboration among these roles and their focused contributions ensured a well coordinated and efficient process, leading to the successful completion of the project.

In a Scrum-Agile approach, user stories were created efficiently through iterative sprints. Within the SNHU Travel Project, user stories were a crucial part of breaking down the tasks that needed to be accomplished and what their functionality would look like. The backlog offered a strong foundation that ensured that the user stories were organized, updated and prioritized correctly to make sure they aligned with the project’s goals. During the sprint, the Scrum team focused on implementing and making sure these tasks were properly reflected in the test cases and were in turn brought up during hypothetical daily standups to track progress and pin down any potential issues. This iterative process allowed for regular feedback from the stakeholders and adjustments such as the requirements of the product shifting towards a ‘wellness or detox’ avenue instead of a more broader vacation booking application.

Any interruptions which were encountered were handled promptly and addressed in a manner that did not impede the project’s progress nor encroach on the deadline that was afforded. Thanks to the Scrum-Agile approach, it was easy to adjust the focus of the application to 'wellness or detox' vacation spots rather than a broader, less specialized category. Its focus on flexibility and adaptability made transitioning the application to a slightly different focus easy and straightforward.

To ensure effective communication with the Scrum Team, I sent key emails designed to address any miscommunications and provide additional information that may need to be clarified or provided. My email requesting clarification was sent to resolve any misunderstandings by summarizing requirements and asking easy, to the point questions that were designed to be answered simply and quickly. Similarly, my email that requested feedback was articulated similarly.. These emails were prompt, clear, and action oriented, made to facilitate quick responses and encourage collaboration to keep the project on track.

Personally, I feel as if the organizational tools and Scrum-Agile principles that contributed to the Scrum Team's success were effective backlog management combined with clear user stories and test cases. These tools allowed for user stories to be broken down into specific tasks and have their priorities appropriately assigned to them. Additionally the test cases ensured that each user story was thoroughly tested and met quality standards with clear pass and fail guidelines. This structured approach to managing the backlog, defining user stories, and handling test cases allowed for clear communication, an efficient workflow, and a successful project outcome.

The pros of the Scrum-Agile usage in the SNHU Travel Project would include its flexibility, the use of incremental progress and the collaboration between all members of the Scrum Team that allowed for any issues or questions that may have cropped up to be solved rather quickly. I was personally very impressed by how much the ‘flexibility’ factor of this methodology stood out when it was time to adjust the project due to the stakeholders' needs changing at what seemed to be the last minute. The cons, which I did not entirely run into a lot of, would mainly be how overwhelming it felt to act as both one entity and multiple ones at the same time as I had to take on all the roles of the Scrum Team for this project. I am sure that with other people on the team, this con would not be something that I would find myself mentioning, but other than that, I cannot really think of any other ones.

I personally think that the Scrum-Agile approach was the best for this project given how smoothly it ran its course, even in the face of having potential issues or things that needed to be changed in the end. Everything about the process felt ‘right’, and inspired me to look into doing similar approaches for my own personal projects. If, say, the waterfall approach was used for this project instead of the Scrum-Agile approach, the last minute changes would have cost more time, more resources, and most likely would have pushed the project over its allotted deadline due to how rigid that approach tends to be.