Name: Justin Whitten

Professor: Coddington  
Course: [CS-250-T6591 Software Development Lifecycle](https://learn.snhu.edu/d2l/home/1113806)  
Date: 20220810

Sprint Review and Retrospective

Throughout my time in this class, I have had to take on the roles and responsibilities of the various Scrum team members. I think when describing each role we should start really at the top, the Product Owner. The Product Owner is going to be the direct link to the customer, their job is to facilitate the flow of information from the customer to the rest of the team. They will figure ou the exact details of what the customer is looking for and then work with the Scrum Master to figure out what is possible. For example, in our class we worked on SNHU Travel, as the Product owner it was my responsibility to relay the initial requirements to the Scrum Master and development team; as well as inform them of any significant changes to the product as development goes on. This was made very clear when the requirements changed from displaying simply a top five list, to a list of the top five health and wellness destinations; as the customers platform was wanting to get ahead of a possible trend in their business. Such a modification would be considered significant enough to the continued development that it needed to be relayed to the team as soon as possible, and setup new sprints/goals for the coming weeks. This sort of change would also affect what you call User Stories, these brief requirement documents outline the goals of the project based on customer requirements. Without accurate User Stories you would have no real structure to what you are supposed to be developing. The SNHU Travel project had at the least five User Stories that helped provide insight for the Scrum Master and Development Team as to what they should be working on based on requirements and priority; as I mentioned, without that the team would have no real goal and thus would struggle to setup clear sprints for the week.

As the Scrum Master things were a bit different, you were essentially the coach of the development team and the liaison between development and product owner. The Scrum Masters primary task is assisting the development team in everything they are working towards. During our project on SNHU Travel, when I took the role as Scrum Master, my responsibilities were to make sure the daily standups were short and effective, relay information between the development team and product owner, assist anyone that would require assistance, such as mentoring, and lastly to ensure that the team meets the Sprint requirements each week. I like to think of the Scrum Master as a teacher, their duty is to provide that helping hand that keeps us on track and helps us to complete the goals ahead of us.

Moving on to the Development Team, these guy and girls are going to be the backbone of the entire operation. The development team consist of several types of individuals that fill in various aspects of the operations. You have UI developers, Testers, Programmers (various types), and Art developers for certain projects, etc. The primary goal of the team for our SNHU Travels was to develop the program for the customers, and this was facilitated by using a project management style such as Agile which emphasizes continues movement forward on a project and allows for flexibility in that project. This emphasis on flexibility for example is what helped the Development Team to quickly change directions when the Customer requirements changed about midway through the development process; as the Scrum Master simply was able to adjust priorities without sacrificing work that has already been done. Now within this Agile environment, team members have daily stand ups hosted by the Scrum Master to figure out what each member has done and what they will be working on next; this meeting lets everyone know where they stand overall for the project and know who may need help moving forward.

With each user role defined and a little about SNHU Travel discussed for each role, let’s look at the bigger picture. Was Scrum and Agile the best approach for SNHU Travel? What principles led to a successful completion of the SNHU Travel software? First, I do believe that using a Scrum Team format in combination with the Agile methodology was by far the best choice for the SNHU Travel project. I believe this because the flexibility presented by Agile makes the lives of the developers far easier when requirements change, this was shown to be true during the project itself. But perhaps someone might think that a more planned approach such as the Waterfall Method could have been just as effective, and it could but what you lack in that approach is going to be the flexibility, that one aspect is what sets Agile apart from other project management styles in my opinion. As for the Scrum team, having things organized in the manner that the team is setup also fit perfectly is allowing things to get done quickly and efficiently with little downfall; however, if perhaps you had multiple teams working there might have been some miscommunication, but that could be overcome relatively quickly. No team is going to be successful though without the right people in the right positions, as well as the right principles being applied to their daily work and for this project there were a few principles that I think stood out, and really drove the development forward. Collaboration among your team, prioritization of tasks throughout the project, time management, self-organization, and transparency among team members. These sorts of principles are just a tool that the Scrum Master pushes, and the team embraces as they work together to complete a product, and I believe it is one of the most valuable tools that you can have. Through proper values and encouragement, you can push people to do incredible things with even the most limited of resources, and that is what makes it all worth it; seeing people grow and push forward through uncertainties to complete a shared goal.