Final Project: Sprint Review and Retrospective

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**Introduction**

After going through the Software Development Life Cycle with the SNHU travel company project, there were a few topics to reflect on. The topics to reflect on are the different roles and how they contributed to the project, the effect of the Scrum-agile approach on the project’s completion after changes were requested, the effectiveness of my ability to communicate with the team, the organizational tools and Scrum-agile principles that helped our team, and the effectiveness of Scrum-agile approach on the project.

**Scrum Team Roles**

There are four main roles that were used during the SNHU travel project. The roles are scrum master, product owner, developer, and tester. The scrum master role helped facilitate the project after speaking with the client and determining there was a need for niche vacation booking system. The scrum master role then assembled the team with a product owner, developers, and testers. The product owner role also met with the clients and steak-holders to determine what functionality the booking site should have. The developer role then worked on developing what the customer and steak-holders had asked for then allowing the tester role to test what had been developed. These four different roles all working together in an agile approach is what allowed for the success of a well-developed product.

**The Scrum-Agile Approach**

The scrum-agile approach helped each of the user stories come to completion in a couple of different ways. The first round of user stories helped the product come to completion by having the product owner get information from the customers about the functionality they would like to see in the final product. By getting this information it allowed the product owner to inform the developers what to develop in the final product. The second round of user stories allowed for the product owner and developers to take a deeper look into the different asks from the customer and then make changes to the product that were requested by the customer. Taking a scrum-agile approach with these user stories allowed for the scrum master, the product owner, the developers, and the testers to each continue to do work within each of their roles at the same time.

When the time came where the customer had asked for different changes in the functionality of the product, having a scrum-agile approach helped smooth the process of handling the changes. The customer expressed the changes to the scrum master who was then able to pass the information down to the rest of the team. The team was then able to collaborate on how to handle the changes. The user stories helped divide up the new asks into different categories and split it amongst the team for development and testing.

**Communication**

My ability to communicate effectively with my team was proven through the group discussion that we had about what role we would take the mind set of and how we would perform each role. I first started the communication with this post: “I am Kevin Akers and I just wanted to post something and get a thread started for our group! I saw that roles are going to being chose based on first come first serve. Personally I don't care which role I get so if you guys have a preferred role, please speak up! If no one wants to be the scrum master or something else, I have no problem doing so. Hope everyone is doing well and I look forward to working with everyone on this!” I posted this just to get the discussion started with the team. After posting this, the rest of the group began to chime in and started discussing who would take on what role and what they would do with each role. This then allowed for the team members to work through the role they selected and move the product to completion.

**Organizational Tools and Scrum-agile Principles**

The organizational tools and scrum-agile principles that helped our team be successful were knowing the five levels of agile planning, have the whole team involved in the setting up the process, applying team swarming, and knowing how to give feedback. Knowing the five levels of agile planning helped make the whole process go smoother. By having a vision for the product allowed for a roadmap to be laid out. The roadmap then allowed for development expectations which were mapped out during sprint planning and scrum meeting which all allowed for a final product to be produced. By applying team swarming and working on just a few items at a time allowed for the product development to happen as the customers asked for changes and gave an agile approach. Allowing the team to give feedback and knowing how to give feedback allowed for the customer to provide requested changes and allowed the team to adapt to those changes. By having these tools and principles it allowed for our team to be successful in developing a sound product.

**Effectiveness of the Scrum-Agile Approach**

While working in a scum-agile approach on the SNHU travel project there were some pros and cons that were discovered, and it was determined whether this was the best approach or not. Some of the pros that came from using a scrum-agile approach were the ability to handle changes on the fly without having to halt production, the team was able to have members working on different tasks at the same time while having open communication about what they are working on. Working in a scrum-agile approach also had some cons with it. Some of the cons that came along where the fact that it required the entire team to communicate with one another not just a few members and it also created the issue of separation of communication between the developers and the customers. Although that tends to be uncommon in software development anyways. I would argue that a scrum-agile approach is the best approach in situation. By allowing for open communication and the ability to take on different tasks throughout a team leads to the best possibly way to develop this product in the smoothest way possible all while being able to make changes throughout the process.

**Conclusion**

The Software Development Life Cycle with the SNHU travel company project taught me a few things about how software development works. Learning the different roles that are a part of the software development life cycle, using a scrum-agile approach, having effective communication, knowing the organizational tools and scrum-agile principles, and learning the effectiveness of the scrum-agile approach all helped lead to a well-developed product with a smooth process. There were some pros and cons of the process that were discovered but at the end of the cycle I do not believe there could have been a better approach to developing the SNHU Travel tool.

References

Akers, K. N. (2023). 6-1 Discussion: Vision Quest Software Case Study. <https://learn.snhu.edu/d2l/le/content/1375031/viewContent/26091484/View>.