Chada Tech

SNHU Travel Project: Sprint Review and Retrospective

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**Review and Retrospective: Applying Roles**

**Product Owner**

Throughout the development of SNHU travel, I was able to experience the distinct roles in scrum. As a product owner I contributed to the SDLC by communicating with the client, creating the product backlog and users’ stories. I also reached out to our top customers to find out what features they would like to see.

**Scrum Master**

As a scrum master, I assisted the product owner in developing the product backlog; my roles also include in guiding the agile team with the scrum events and ensuring that they stayed focused on their events while alleviating any stressors.

**Development Team**

The roles I played in the development team includes the tester, as a tester I created test cases based of the user stories that outlines a pass and failed criteria, as a developer my roles included developing the software based off the user stories that met the passing criteria for the test cases.

**Review and Retrospective: Completing User Stories**

Using the agile approach aided in the completion of the user stories by breaking down the feature into smaller components. This allows for the features to be worked on independently, efficiently and you can prioritize the features by its size and the efforts that are needed to be completed the user stories are short and concise with enough details to help the developers create the features. This allows for the developers to choose the features they are most comfortable with, ensuring that the user stories are completed in a timely manner.

**Review and Retrospective: Handling Interruptions**

Unlike waterfall, agile uses the iterative process which allows it to be flexible and scalable. For example, when the product owner decided to include the new feature of using power point for the top five destinations, using the waterfall approach each step will have a setback because to start the next step the previous one needs to be completed as well. This makes refining scaling and implementing new features using the waterfall method inefficient because you would have to refine each step in the process. However, using the agile approach each task is independent from one another therefore, implementing features is simpler. This is because agile uses sprint planning, sprint review and other scrum events which allows for errors and new features to be added in the process.

**Review and Retrospective: Communication**

The agile approach prioritizes communication as it’s vital because it provides clarification amongst the team members. Communicating with the team members ensures that the team is working effectively and efficiently during the development of the software while aiding in reducing miscommunication and any errors that can arise and intervene in the completion of the development. Agile also provides the team an opportunity to vocalize their opinions and thoughts, the scrum event also allows for the team member to communicate any delays or how far along they have come with the task. For example, as a tester I had to communicate with the product owner to clarify the requirements for the test cases pass or fail criteria. This is an example of effective communication because I asked for clarification regarding any confusion, I had regarding the new requirements to mitigate any errors and lack of functionality.

Good morning, Christy,

I am emailing you to ask for clarification about the user story requirements.

* Would you like me to condense user story 2-3 to one test case as a user preference setting every time the make search?
* Are the hot deals link going to be in power point format?
* Can you specify the exact order in which you would like the headers will be displayed.
* Would you like all the headers displayed in the mobile version or would you like a menu icon that has the headers listed?

I look forward to your response, best regards Kimberly.

**Review and Retrospective: Organizational Tools**

One development tool that helped with the development of the project was JIRA. JIRA is a scrum management tool that allows for the visualization of scrum events and makes it easier for the team to track their progress and efficiently keep everything organized. Using JIRA during our daily sprints helped the developers track and assign what features have been worked on, what features needs to be worked on and which have been completed and lets us know who has been assigned to each task.

**Review and Retrospective: Evaluating Agile Process**

During the project, the scrum agile approach was effective in managing communication between each member and it also prioritized communication within the client. The approach also provides an effortless way to organize and prioritize each task by using user stories. It also focuses on collaboration between each member to communicate effectively. Because of this I believe using agile was the best approach because it focuses on communication amongst the team members and the client, ensuring client satisfaction and eliminating miscommunications. The pros of agile is that at the end of each sprint you have a functioning feature that can be easily upgraded or changed. The cons of using the agile approach is dependent on the team for example, if there is any discourse among the members the meetings will tent to last longer, or if members do not feel comfortable with a task that task might not be accomplished because members do not feel comfortable with the task. However, scrums have ways to mitigate these withdrawals by setting a time limit for meetings and prioritizing the tasks that need to be completed.

I believe that using the waterfall approach would have made the SDLC longer because you do not have a working product until the last phases, any errors won’t be caught, and any features will require steps to be restarted in order for them to be complied with.