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Module 7

Sprint Review and Retrospective

SDLC = Software Development Life Cycle

The SDLC describes all the steps which are involved to complete a project from start to finish.

These steps are:

1. Requirements Gathering
2. Requirements Analysis
3. Design
4. Development
5. Testing
6. Deployment (or send to production)
7. Maintenance (Such as report refresh every month)

In the waterfall model, the steps are different compared to Agile.

Waterfall was the first method introduced to developer to manage their work; it was the first child.

Waterfall methodology is simple to understand and to use for project management. Each phase of the project needs to be completed before getting into the next phase of the project.

Some advantages of waterfall are:

* Easy to understand which makes it easier for the team to learn and adapt to the new tool
* Waterfall methodology has detailed product requirements and documentation which helps the team in case the get into an error they can’t solve.
* Waterfall methodology also helps the scrum master with documentation to help project managers to communicate with the team members.

Some disadvantages of waterfall methodology are:

* It is difficult to have an estimate of how much time or cost it will take each phase of the project in development.
* If we need to make a change on the requirements, it might as well mean that we need to start the project all over again.
* Waterfall is a little difficult to manage big and complex projects
* In the waterfall methodology, the tester tests the report later in the process and we can find issues only later.
* There is a minimal customer collaboration during the development process which can cost much more if the product doesn’t meet the expectations.

Agile methodology is more suitable for complex and large project. Also, there is constant conversation between the customer and the product owner. The only disadvantage is the cost of the project is not fixed.

Product Owner, scrum master, tester and developer have all contributed to the successful completion of this SNHU Travel project.

The product owner role was:

1. Responsible of delivery of the product to the client
2. Monitors each team members and their accomplishment to the project
3. The product owner was also responsible of communication and collaboration with stakeholders.
4. Manage the team’s backlogs and ensures alignment of initiatives across teams

The Scrum Master role is:

1. The scrum master is like a coach to the team members, but he/she is also a team member
2. Host daily stand-up meetings to help the team with deadlines
3. The scrum master creates each sprint for a week or two
4. Sprint reviews to participate in the meeting and capture feedback.
5. The scrum master also gets requirements from the product owner then plan each sprint based on the requirements.
6. The scrum master also addresses any issues or roadblocks faced by the team members to seek support and help the project move forward.

The Agile team members:

The agile team members are developers and testers. In my work for example, the agile team member has a developer, a code reviewer, a person responsible of documenting the requirement on a business requirement document (BRD) and a quality control lead (A tester).

For our SNHU Travel Project, we needed a tester and a developer. A developer will take care of developing the code software and a tester will conduct a test and provide feedback. The developers and testers should keep constant communication and maybe meet after a quality control has been done to let the developers know if they found any issues.

For the SNHU Project, the scrum master had to create multiple stories with completion time to help the team attach the project by phases. The scrum master created a story to have the team create a Git Repository and a project folder to make sure that everyone will access the same folder and use the same file. Another story will be to design home page with Header and footer. Another phase of the project will be to create some other functionalities such as filters, login, registration, and password. Then, the last phase will be a story for testing and code review by the tester. Agile was necessary because in each phase of the project, we needed the tester to perform some tests to make sure that the feature included are working perfectly. The product owner had a job to keep communication open with stakeholders on the advancement of the project. Every team member has access to JIRA where they can have story points on the project on the current sprint. The story points are important because it will help the product owner to communicate with the client with reasonable deadlines. If we couldn’t finish a project on the current sprint, we will move it to the backlog where we put pending works to complete in the future.

The communication between the team members is the key for a successful project completion. Every sprint will have a duration of 2 weeks and the scrum master needs to schedule daily meeting to have the team communicate their roadblocks and what they are working on. For example, we had a big project at work which was to change regulation code on all our reports, and we needed to perform testing at the end to make sure that everything is working. Our scrum master scheduled daily meetings for 4 weeks where everyone was able to share what they were working on, any roadblocks or if they have capacity to take upon more work.

To organize the project, the scrum master works on sprint planning. A sprint last 2 weeks, on this project we had 4 sprints which lasted 8 weeks total. On a sprint, team member will add any project that they are working on and each projects have a story point which is an estimate of how long it might take to complete it. The work assigned on a sprint is self-assigned by the team member. On a story, the team members need to update the status of their project as “To Do”, “In Progress” or “Done”. For this project, we use JIRA to organize work and do sprint planning.

The Scrum-agile approach help to keep the team organized. The scrum-agile helps to divide the project into phases and we can conduct testing between the phases and, we can communicate with the clients to ensure the product meets the expectation. Scrum-agile was the best approach compared to waterfall methodology.