CS-250 Software Development Lifecycle

Deonne Ludwig | 10/16/22

| 7-1 FINAL PROJECT SUBMISSION |

**SNHU TRAVEL – SPRINT REVIEW AND RETROSPECTIVE**

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**. Be sure to use specific examples from your experiences.

**Product Owner:** met with users/customers to get insight on what would be useful to them and would entice them to use SNHU Travel for their future adventure travel packages. The Product Owner then took that information and worked with the rest of the team to organize and structure those wants and needs into a path for development and specific user stories to keep them organized, on track and moving forward. She also worked to redirect focus when a change in direction was requested by SNHU Travel and update the user stories and product backlog to stay on track with the new goals.

**Scrum Master:** worked with the Product Owner and the team to execute the sprint planning, daily scrums, backlog refinement, sprint review and sprint retrospective. The Scrum Master worked to maintain the scrum and agile practices that allow the team to work as a cohesive, self-organized, high-performing team and was available to assist in removing problems that are impacting their efficiency.

**Developer:** worked with the Product Owner, Scrum Master, and Testers to design, develop, integrate, and test programming for the SNHU Travel website. The Developer worked with the team to create the user stories and created increments to achieve deliverables during the sprints. When SNHU Travel changed design the first time, and focus the second time, they adapted to the new focus and direction and worked to keep the project on track.

**Tester:**  contributed to the user stories and worked with the Developer to create test cases for those user stories to verify functionality and acceptance based on the given criteria. They also had to adapt and adjust to address the change in direction of the SNHU Travel team.

* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. Be sure to use specific examples from your experiences.

It helps to break down the tasks into achievable increments for the team. To be able to format each into “As a (type of user) I want to (perform some task) so that I can (achieve some goal)”, allows a clear, simpler achievable direction for development. This allowed the Product Owner to take the information from the SNHU Travel focus group and organize it into sizes and priorities for the backlog and later when changes occurred adapt to those new requirements and keep moving forward.

* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**. Be sure to use specific examples from your experiences.

The Product Owner was able to meet with the team to announce the new direction and they were able to ask questions and then make a plan to adjust the direction for their various aspects of the project. The agile approach makes it possible to adapt and stay flexible to these types of changes.

* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.

*To: Christy (Product Owner)*

*Cc: Brian(Tester)*

*Subject: Detox/Wellness change clarifications - SNHU Travel*

*Dear Christy,*

*After receiving the request from SNHU Travel to change the focus of the destinations to detox/wellness vacations we are working to adapt the code to achieve this function.*

*Will SNHU Travel only offer the detox/wellness type of destination vacations or will they be a highlighted/focus part of a general list of destinations offered?*

*If they will be included in other options, we will need to work with SNHU Travel to compile a list of criteria for the destinations that will be used, and which will be returned for the detox/wellness result.*

*With this new focus how do they envision the end-product looking and functioning?*

*Brian, I am including you on this email to make sure we are all on the same page since this change will affect developing the test cases for the detox/wellness destinations feature. Please let me know if you would like to work together to develop and test and make the updates for this change.*

*Thank you,*

*Deonne Ludwig*

The goal was to continue open communication as the Developer with the entire team, by including everyone on the questions to address and how we can work together to move forward.

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. Be sure to reference the Scrum events in relation to the effectiveness of the tools.

The user stories help direct and drive the information cultivated from the Product Owner and the SNHU Travel focus group. Scrum meetings to discuss ongoing and upcoming responsibilities and any changes or challenges that may lie ahead are essential to the open communication needed to be successful. Keeping value-based priorities and the intent to continue early often and ongoing interaction with SNHU Travel helped to keep the project from derailing when a change was requested.

* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. Be sure to address each of the following:
  + Describe the pros and cons that the Scrum-agile approach presented during the project.
  + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

In retrospect, it is easy to say, it would seem, that the agile approach was/would be vital to the success of this project. Just using the example of the first change in presentation format of the Top 10 and then the directional/focus change of the content all together, the agile approach allowed the team to adapt to the changes and keep moving toward the end goal.

One con that seems to be apparent is if the communication or clear direction (i.e., user stories) is lacking. It would cause a loss of direction and waste of valued time. Although agile is built to deal with changes it still takes time, but I guess not as much as if the project were to be fully completed and then changed as with the waterfall approach.