Nick Franklin

12 August 2022

CS-250 Software Development Lifecycle

Southern New Hampshire University

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**

The Product Owner role on the Scrum-agile team contributes by communicating with the client and customers and using their feedback in order to come up with features for the team to work on. They also oversee the team and provide suggestions and provide support to the team. For example, by reaching out to the client with a question or clarification that the coding team needed.

In my work on the SNHU Travel Project, the product owner, after speaking with the client and obtaining more information, altered the requirements for the product. With information that health and relaxation resorts were most popular right now, she informed the team and we altered the top vacation spots list to the top health and wellness vacation list.

**Scrum Master**

The Scrum Master role on the Scrum-agile Team was to keep all members informed and communication open. They also lead the daily scrum meetings and are responsible for getting daily reports from all team members. The Product Owner may communicated through the Scrum Master sometimes with updates on requirements or other information.

**Developer**

The developers role is to work with team members on various projects or story points, keeping up-to-date with other members about their progress and issues. They get these projects from the Product Owner who puts them together after collaboration with the client and customers. They do most of the actual coding and each project is smaller in order to be done in a shorter amount of time, called a sprint.

During work on the SNHU Travel project, developers were able to put together a working top vacations list based on the feature point passed over to them from the Product Owner. After new information, the Product Owner informed them that alterations would need to be made. The developers were able to take the new requirements and alter the list.

**Tester**

The tester’s role on the Scrum-agile team is to test finished features by the developers. Making sure to be thorough, the tester makes sure of functionality and searches for bugs. Communication between the testers and developers is close as the testers provide feedback and suggestions to the developers and aid them where they are able.

In my work with the SNHU Travel project, the tester (me), slacked on their duty of thoroughly testing the project. Although the program worked itself, after checking the base functionality, I converted to a jar file and forgot to check the functionality of that file, much to my disappointment.

* **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.**

A Scrum-agile approach to the SDLC helped each of the user stories come to completion in many ways. Firstly, the Scrum method makes sure that the entire team is always communicating and up-to-date with one another and the projects. It also separates features into smaller, more quickly completed projects that can be worked on simultaneously by different teams. These separate teams are all communicating and any changes that must be implemented can be made more easily by having each component almost a separate entity that can be altered without too much hindering of other production.

* **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 Scrum-agile approach supported project completion when the project was interrupted and changed direction by, as mention above, having work done in smaller, more compartmentalized sections, whose functionality, for the most part, is not dependent on the other story points. This allows for a small team to go in and edit the project and bring it up to date with the current direction without stopping production on other features. This was the case in my SNHU Travel project. It was found that the list of top vacation spots needed to be changed to better suit the current trends and, because it was created independently of other functionalities, it was easily editable without halting production.

* **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.**

During my time on the SNHU Travel project, I sent emails to multiple team members asking for clarification on points about the project, such as list lengths and other specifications. In the discussion communication with my peers I new that, as a tester, I would need to keep in close contact with the developers and also the Product Owner. We all communicated clearly on the length of our Scrum meetings and updates, as well as using software to keep each other up-to-date on the go.

* **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.**

My team decided to use Jira in order to help the group stay up-to-date with one another and informed on any changes and progress. The Scrum meetings will also help to keep us all informed and to voice any concerns or problems for the whole group to partake in coming up with a solution. This allows, not only for the team members to help one another, but also to learn from one another. Having a closer-knit team will allow us to keep from having any specialists that can bottleneck production and instead, brings the knowledge level of the entire team up.

* **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.**

The Scrum-agile approach helped during the SNHU Travel project with its level of communication and because it allows the team to adapt to changes. During the project, the Product Owner needed to make changes to the project and, because of the Scrum-agile method, it was much easier to implement those changes than it would have otherwise been with the more rigid, plan-locked waterfall method.

* + **Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.**

In the case of the SNHU Travel project, the Scrum-agile approach was definitely the best approach. If we had used another method such as the waterfall method, then we may have had a more difficult time implementing the changes that came mid-way through the project. This in turn could have hindered the entire development process if it needed to be halted to alter that list.