**Sprint Review and Retrospective**

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The Scrum-Agile team has various roles to help projects come to fruition. These roles include: the Product Owner, Scrum master, developers, and the testers. These roles helped me ensure that the SNHU Travel project was up to the client’s standards with constant and rigorous testing, as well as allowing for open communication between the client and the Scrum team members. As a team, we must work in union on the projects given to us, and one such task was the ‘User Stories’. The developers and the testers work together to debug and give feedback on these features, and these user stories allowed the developers on the team to fully understand what was needed from them, which in turn helped the team in prioritizing the features that were to be implemented. Another integral part of this project was having the Product Owner manage the product backlog that the team had. Along with the user stories, the Product Owner made sure that certain features had a value of sorts- higher value means higher priority and so on. Finally, the Scrum Master makes sure that the Scrum-agile code is followed.

Having a Scrum-agile approach to the SDLC helped in completing the user stories by giving clarity on what needs to be done and how. Specifically, this is seen in the user stories where there are criteria to fulfill for distinct roles (such as a user attempting to edit their data). As mentioned in the prior paragraph, there are prioritizations and features with different values assigned to them. With this, having an agile approach ensures that these priorities are completed in a timely manner within each sprint. If there was some interruption or change of pace in the project, having multiple week-long cycles allowed for rapid adaptability. In a Scrum-agile based project, its planning is “…much more concurrent than sequential,” (Cobb, 2015, p.6) which gives this needed flexibility. In the SNHU Travel project, there was one event that changed the requirements of a few key features present in the project, like how certain information was presented to the end user and which locations needed to be included. Because of having multiple sprints, we were able to fully integrate these new guidelines and produce what the client needed.

Being able to communicate within the team and with the client helped in making sure that everyone was happy with the final product. An example of this is where the product testers needed to get clarification on how the product should look like aesthetically. An email was sent to the Product Owner:

“*To: product owner*

*Subject: Detail needed in travel website output*

*Hello there!*

*While going through testing the travel booking software, an issue has raised:*

*There simply is not enough detail added to the user stories, potentially hindering the ability to create a product up to the client’s standard.*

*To resolve this issue, please give detailed instructions on exactly what font, font color, page color, and page layout the client would like to have. An example would be “a font that is easily readable for those that have dyslexia/dyscalculia, font big enough to comfortably read, a color that is inclusive to those who are color blind with the ability to change from light and dark mode, etc.…” We must make sure that we think of every possible user and allow them to have an inclusive and welcoming experience.*

*Best wishes,*

*Tashi.”*

Allowing for this open communication helps in the progression of projects in an Agile based setting. By having the product testers reach out to the Owner eliminated any confusion that could have been present, had there been no concerns brought up.

A program that my team preferred to use is JIRA, which is a Scrum-agile tool that was made to make projects like this easier to manage. It is used to track issues with a ticketing system, as well as an organization system that is customizable to the team’s needs. Using tools such as JIRA help in maintaining a healthy Scrum team.

I believe that using the Scrum-agile approach to the SNHU Travel product was the right thing to do. Compared to the rigid waterfall method, the agile method prevented major setbacks from happening because of its sprints and flexibility. Although the agile method has many upsides, there are a few downsides that need to be addressed. From an outside point of view, agile may seem unpredictable, as there is no definite and final structure to the project at hand. Though this is a downside, I also see it as an upside because having no final structure allows for unpredictable changes to take place when needed. For this project, the agile method was the best approach to take.

References

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley.