**SNHU Travel Project: Sprint Review and Retrospective**

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The SNHU Travel project used an agile model for the software development lifecycle in many beneficial ways. The project was a collaborative, team effort that leveraged every role in the agile Scrum Team to achieve the intended goals. To begin, the Product Owner and the Scrum Master had a meeting with the client for the SNHU Travel program and got feedback on exactly what the client was looking for. The client wanted a running program in about 5 weeks to be ready for when the public is thinking about vacations, and the client wanted to have niche vacation packages offered on their platform to gain a larger audience in the US. From there, the Product Owner met with customers to obtain more feedback on what needed to be added to the current SNHU Travel program. They indicated a price limit, a top 5 to 10 vacation list, and vacation recommendations based on previous travel were needed, just to name a few requests. These meetings with the client and customers are beneficial to the end goal of the project, because it allows the Product Owner to build a clear vision of what the program needs to achieve to satisfy all parties and maximize the value of the product. This portion of the SDLC is the Sprint Planning phase of a Scrum-agile model.

With all this information and feedback, the agile project enters the design phase and the first of many Sprints or working iterations. The Product Owner then held meetings between the Scrum Master and the Development Team to portray what Sprint Goals needed to be met for this Sprint. The Product Owner was also able to develop user stories from all these meetings. The user stories specifically defined scenarios in which a user, Team member, or stakeholder are using the SNHU Travel program and they wanted to accomplish something, such as setting a price limit. From there, the user stories were then used by the Development Team Tester to create test cases for the project. The user stories and test cases are extremely useful and efficient tools for keeping communication open between team members, and clearly spelling out what needs to be completed for this Sprint of the program. Any questions the Tester might have, he would send a direct email to the Product Owner. The Tester would phrase their questions in a clear and concise manner so it was clear what needed to be answered. This clear and transparent line of email communication was extremely useful in letting any team member feel comfortable reaching out for more information from another team member in a quick and efficient way.

From the Tester’s work, Developers would write code to pass the specific test cases. These test cases were clear in each step’s pass/fail criteria, giving Developers a clear path to achieving the necessary goal. Again, if there were any questions the developers had on certain test cases, like how a screen might display, they would send a clear email directly to the Testers. Testers would then, at times, revisit the test cases and rework them when necessary. The agile approach allows for this type of flexibility and encourages it.

Another time that the agile approach’s flexibility was extremely beneficial was when the Product Owner let the Team know that the client wanted to have the booking tool focus on detox/wellness travel. With this change of direction for the program, the vacations, their pictures, and their descriptions needed to be changed. With the extreme flexibility of the agile model and every Sprint being a running program, the developers were able to make these updates for the new direction with no problem at all. A linear, straight forward method like Waterfall would not have allowed for those types of changes to be made during a SDLC.

The final role to mention in the Scrum Team is the Scrum Master. Their primary goals are to make sure that Scrum principles are followed, to give guidance to members as a coach, and to remove or ease any obstacles that a Team may face. They are also in charge of running the daily scrum, which is an effective tool to stay transparent with the entire team during the development process. These daily scrum meetings provide an open source of constant communication between the team and let everyone see what was accomplished yesterday, and what members need to be working on today. This information will help the Scrum Master ensure that the project stays on track. The Scrum Master also conducts the Sprint Review and Retrospective during the final review part of the SDLC, before release. The Sprint Review and Retrospective are a reflection on what the project has accomplished in this Sprint, what was done well, what could be done better, and how the whole process turned out. As always, reflections are a great way to make better choices and decisions on future projects with your Team.

With all these pros to the Scrum-agile approach for the SNHU Travel project, I can also think of a couple drawbacks. The Scrum-agile approach would not work as well for a project done by a single person. Though the roles can be used as a template for what needs to be done, without a team of multiple members, the collaborative part of the Scrum-agile method is lost completely. I do still think it would be important for a single person to follow an agile approach, with working iterations of the program however. Another drawback could be from members in the Scrum Team themselves. If members are not cooperative or are not invested in the project or their roles, then some parts of the project may start to fall behind, even with daily meetings. Even with these drawbacks, I believe that the Scrum-agile approach was the best approach for the SNHU Travel project. This is because the Scrum-agile approach leveraged every role in the team to benefit the project as a whole, it carried a high level of flexibility when direction needed to be changed, and it promoted a healthy open atmosphere between team members.