SNHU Travel Sprint Review & Retrospective

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From Scrum Master, Product Owner, Developers, and Testers all played a major role in the success of the SNHU Travel project. Some examples of how the Scrum Master contributed to the project were facilitating Scrum meetings, addressing issues, and promoting collaboration and clear communication. As for the Product Owner, their main role in this project was to define the project goals & priorities. These goals & priorities are straight from user cases & stakeholders as their input helps the direction of the project as well as meeting the needs of the end user. Some main ways the developers contributed during the project were by actively collaborating with team members, adapting to changing priorities, and effectively communicating their progress & problems to their team members. Finally, the role of testers is close to the developers as they work hand in hand. The largest way that a tester helps in this project is by testing the functionality or usability of the product. From there they can identify problems or concerns directly with product owners & the development team to be fixed. This role allows for all roles to be able to use the key aspect of the Agile methodology which is clear communication and collaboration.

Using an Agile approach to the software development life cycle helps user stories come to completion by creating backlogs of customer requirements & priorities for the end user, having daily scrum meetings that allow the team to discuss progress and obstacles, and focusing on collaboration & communication. Finally, the use of reviews & retrospectives allows the team to look for areas of improvement and how they can improve for future projects. Overall, the Agile approach during SDLC allows for adaptability & continuous improvement during short iterations.

Despite the direction change & interruption changing to an Aigle approach supported the project completion by helping flexibility to changes. For example, having sprint reviews allows the team to learn crucial feedback on the current state of the product. This information would then be used in the backlog to make further improvements and help the team focus on new objectives. Another way this is beneficial would-be emphasizing collaboration and communication for the team. Being able to accurately communicate problems, progress, and plans efficiently with team members helps everyone have a clear understanding of what things are to be priorities and how to collaborate on the overall end goal.

One way that you can effectively communicate with your team is with the use of email. Some examples of emails I would send would be during the sprint planning & retrospective process.

Hello Team,

In this week’s meetings, there are a few crucial things we should be focusing on. Firstly, I want to focus on the highest-priority user stories defined by the product owner. I would like each one of you to make a list of overall progress, as well as possible challenges you might face. Outlining this will help our team effectively collaborate and streamline the development process.

Thanks,

Bobby Eigenfeld

From this email, we can see that the tone is to promote collaboration for the next spring meeting. In addition, this allows everyone to focus on identifying possible challenges in the development tasks. This will play a major role in creating priorities and effective collaboration throughout the project.

Hey Team,

During our last sprint retrospective, we identified some areas for improvement for future projects. One thing I would like each team member to do is to share one thing they found effective during this project, as well as one suggestion on ways of improving. This will allow us to refine our process and help us reflect on ways to improve in the future.

Looking forward to hearing your feedback!

Regards,

Bobby Eigenfeld

This email, like the first email, helps the team with a way for each member to reflect on the previous project. Allowing each member to talk about things they felt helped & what things needed improvement will overall help strengthen collaboration with future projects.

The biggest organization tools in Aigle principles that help the team be successful are Sprint planning, daily meetings, sprint reviews, and sprint retrospectives. Sprint plays a major role as it defines what level of priority user stories are. Daily meetings help team members by allowing them to discuss overall progress as well as problems they might face. This helps the team communicate efficiently & collaborate to be successful. Sprint revises allow the team to get crucial feedback that will help the development process meet the expectations of the end user. Finally, sprint retrospectives help the team identify challenges they faced during the project and create a place for reflection. This reflection allows the team to refine their skills over time to make each project a new learning experience.

The overall effectiveness of the SNHU Travel project without a doubt benefited from an Agile approach. The positives with the use of an Agile framework would be overall adaptability, collaboration, and communication. Some of the biggest flaws of an Agile approach would be the requirement of customer collaboration & effective collaboration. The reason why I see these as a con is because while customer collaboration is vital when developing priorities customers might not be able to dedicate time to helping the project. Overall leaving the team without critical feedback on its development. Likewise, effective collaboration might be difficult for certain team members who might lack communication & collaboration skills. However, overall, I believe that the Scrum-agile approach was the best in the SNHU Travel Project. The reasoning behind that is that will developing a travel application it is very important to have the ability to adapt to user demand. Agile having customer feedback allows the team to develop features for the end users which allows for the project to meet its goals. Another reason why I believe this was the best methodology is because of Agile's promotion of collaboration & communication. These both play a major role as each role has major implications that help the overall development of the project. Without communication & communication could ultimately hurt the development process for the end users.