7-1: Final Project Submission

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CS 250: Software Development Lifecycle

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December 15th, 2024

Sprint Review and Retrospective

Throughout this course, I learned about and took on different parts of a scrum team. The team consisted of the product owner, scrum master, developers and testers. The roles I learned about and took on allowed me to gain a better understanding as a team member. The scrum master is the main role that I will speak more about as this paper progresses.

**Applying Roles**

Each member of the team took on their own important role in the Agile project. To start it off, the Product Owner is main person who brings together the entire team. As the Product Owner, I was responsible for the production of the project. The information the client provided along with the end users were the source of creating the user stories for the product backlog. The user stories as we all now know were to aid the development team from the beginning to the end of the project. Next we have the Scrum Master, where I had to assist the team by going through daily scrums, having sprint reviews and sprint planning.

The daily standup meetings were the most important part of the scrum master's job as it was the best way for the team to learn about what needs to be done for that day as well as briefly discussing anything the team needed to go over. With the Development Team, which includes the developers and testers. As a tester, my responsibility was creating and running tests based off the team's input, that way we can see if there are any viruses that may hinder the production of the project. As a developer, I was responsible for creating the code needed to make the project run the way it should.

**Completing User Stories**

When it comes to the Scrum-Agile approach to the SDLC, this is a progressive isolation tactic to make sure we are producing software that works. This is where the requirements from the end-users were broken down into what we know as user stories. These user stories showed how the requirements would function. The stories are short but contain much needed information from both developers and users. User stories bring isolated focus to the purpose of “said” user where we have the card itself, the conversation from the users and the confirmation. To have an effective user story, in addition to the user themselves, we have to know what the user wants to achieve, and have a value statement with the acceptance criteria from the user.

**Handling Interruptions**

Agile projects all have some parts that are unknown and with this comes interruptions that may change the direction of the project. With the Scrum-agile approach, you have the flexibility to make these changes work. The best example I can use is the change with the SNHU travel project where we had to incorporate detox and or wellness centers as destinations for travel as we had to incorporate it into code that was already created.

**Communication**

Communication is always the key to success. During all stand-up meetings, all team members were able to tell us about their progression and if they were having any problems and what they were doing to overcome those problems. By keeping in contact with the entire team, this ensures that everyone shows up, listens and completes every part of the project assigned to them.

**Organizational Tools**

Many things can help a Scrum team transition to being Agile. With this particular project, we used sprint boards as a visual representation during the stand-ups that showed the team's progress. We also had sprint planning, sprint revies and retrospectives. These different organizational tools kept us on track so that we could reach the end goal on time.

**Evaluating Agile Process**

The Scrum-agile approach was needed in order for the SNHU Travel project to succeed. By implementing the Agile part to the SNHU Travel project, we had better transparency and greater flexibility, which of course provided higher customer satisfaction. The only con that I can think of was the lack of control of the overall scope of the project since we had no way of knowing how the project would do. By using an Agile approach, we first need to make sure the requirements will match with the Agile approach. By having the right resources for any project, implementing the Agile approach will be a lot easier to work through.

References

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