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**Sprint Review and Retrospective**

Throughout our work on the SNHU Travel project, each member of our team had very different roles, but each of us did our individual job well, communicated clearly and frequently, and had the same final project in mind while working on our separate but interdependent tasks. For example, our Product Owner was very in touch with our users, and so aware of changes in the market as to adapt our product to the new fad of wellness vacations. With this new vision in mind, she communicated the changes to the product to the rest of the team. Our Developer responded by asking our Product Owner to clarify these changes by updating the user stories, to concretely state exactly what the new changes would entail. Additionally, our Developer reached out to our Tester for updated test cases to enable her to be able to tell if her code was effective or not. Ideally, there would have also been communication with me, the Scrum Master, to brainstorm how this would affect the product backlog and our Sprint timeline. To summarize, our open communication and diligent considerations of what our roles and what each other’s roles required allowed us to respond quickly and effectively to this new trend.

Our employment of Scum-agile methodologies was integral to completing all of the user stories. First, our Product Owner met with users in a User Focus Group to get an understanding of what they wanted out of the SNHU Travel application, which allowed us to create the user stories in the first place. For example, one of our potential customers mentioned they wanted to be able to set a price limit, so our Product Owner created User Story #1, Top Destination Slideshow Price Filter, to address this. Then, our Tester created test cases for each of these user stories; for example, one of the requirements for the Destination Slideshow Location Filter was that the user will be able to set a temporary location filter including location and radius while viewing the Destinations Slideshow, and resultantly the Destination Slideshow would omit any locations outside that radius. With these test cases, the Development team was able to work on the user stories such as the Top Five Destination Slideshow Individual Optimization story, iteratively adding value to our product throughout the Sprint, and testing as we went.

When using the Scrum-agile approach, the entire project is not planned out at the beginning, as in the Waterfall style SDLC methodology. It is much more reactive to alterations. So when our Product Owner realized that a consumer trend would alter how users find value in our product, she was able to quickly revise the user stories, which allowed the Tester to quickly revise his test cases, which allowed the Development Team to simply alter their work. They didn’t have to start from scratch again; the flexible nature of our Agile organization allowed us to adapt our product quickly and effectively to meet changes in how the SNHU Travel application would be used.

As I’ve stated, communication throughout the entire team was quick and clear, because we foster a very open environment here at Chada Tech, and the way I communicate is no exception to this. For example, when the Product Owner first met with us to explain the new focus on wellness destinations, I asked her if we should change the schedule to accommodate the new alterations of the product. Throughout this project, I never felt stupid for asking questions, and the same applied for our Development team and our Tester. I always made sure I was informing them as to any changes and was always open to feedback. For example, I asked how the rest of the Scrum team felt about broadcasting our daily Scrum meetings via Skype as well as holding them in person so that members who couldn’t be there could still stay clued in and give feedback.

The separation of roles allowed us each to focus completely on what we were assigned. One of our Developers wouldn’t have to worry about the Product Backlog, or creating User Cases, they could focus solely on satisfying those User Cases, and could reach out to those other roles in charge of those tasks if they needed clarification. Our small teams allowed quick changes in direction, diversification of knowledge, and reduction in bureaucratic drag. The Daily Scrums facilitated frequent and open communication, which allowed members of our team to get clarification on whatever they were unsure of as well as offer important feedback. The collaborative and non-hostile environment empowered everyone to do so. Being keenly in tune with our customers allowed us to be aware of changes in demand like the new emphasis on wellness destinations. A readiness for failure allowed us to experiment and and act on these new changes. The Product Backlog gave us a sense of prioritization, allowing us to know what we should be working on first, and being dynamic in nature, allowed us to shift focus when plans changed. This Sprint Review and Retrospective allows us to gain an understanding of what we did right, what we did wrong, and what we can sustain or improve on for future Sprints.

The pros of the Scrum-agile approach we implemented are outlined very thoroughly in the above paragraphs. To summarize, we were able to see our product from our users’ perspectives, create concrete objectives to build that which they wanted, work in small increments to test our modifications, and swiftly adapt to any changes in our product. This was all enabled by the Agile framework we employed. One con that came up during the SNHU Travel Project was that when it came time to shift focus onto the new wellness destination focus, we were no longer sure of our initial deadlines. We made changes to the Product Backlog, but there was a level of uncertainty associated with our overall progress estimations.

I am convinced beyond a shadow of a doubt that we made the right decision in adopting Agile to complete this project. If we had employed the waterfall method, we would have spent more time planning at the beginning, we would have been completely unable to adjust to meet our customers’ needs better, and we would have wasted more time troubleshooting at the end of our project. Our Scrum-agile approach was the perfect way of going about this project.