**Final Project: Sprint Review and Retrospective**

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During the course of development, all roles involved contributed to the success of the SNHU Travel project. The Product Owner was key in providing relevant updates at the appropriate times. Although the project was progressing through the different stages, the Product Owner was quick and specific on what changes would need to be made in order to satisfy the new needs of the customer. Health and wellness trips were to be the main focus of the SNHU Travel group so this had to be reflected in the travel assignment. The developers implemented discussed items to the project to create a working item. The parameters specified were followed and any concerns and communication items were able to be brought to the Product Owner for discussion. The Product Testers were involved in testing the product created by the developers and ensured that this product met the requirements set forth by the team with the customer requests. The Product Testers also reached out to the customer to further verify the desired expectations of the product. This would only help the team more narrowly tailor the product to fit the needs of the customer.

A Scrum-agile approach to the SDLC helped each of the user stories to completion by specifying user stories and any changes to these user stories. At one point in time, test cases were created in order to design the conditions needed for the product. Following that, revised test cases were generated which meant the original test cases were to be changed. Since Scrum-agile allows for change during the course of development, this was an easy task to follow through with. From these user stories, criteria were given which helped established what would be a completed parameter by outlining expected results. Having these expected results made it easier to understand what the team needed to focus on for each user story. The user stories also included a priority level that indicated the level of severity each story had. Low was not as high on the totem pole as medium or high, so it gave a better sense of direction to follow in order to establish the order of work.

A Scrum-agile approach supported project completion when the project was interrupted and changed direction when the Product Owner gave the news that the customer wanted to tailor the focus of their travel group to be health and wellness focused. Since changes to the project were allowed and expected during the project development, the Product Owner could quickly and easily provide these updates to the team so that alterations could be made to any user stories and to the development of the project itself. The testing team could also change the parameters that they were looking out for during the testing phase. When the user stories were changed, this was also a point when the project changed direction. However, since a Scrum-agile approach accounts for this, the updated user stories were able to be implemented right away in a format like the original user stories. This limits confusion and can help keep the team on track with the updated items to the project.

Here is a sample email from the developer to the Product Owner:

“Dear Product Owner,

In order to move forward with development under the new plan, I think it is important to establish a clear and open forum between us. Knowing that I can openly come to you with news, positive or negative, and that you feel comfortable to come to me with similar news will remove any hurdles in the future. These items do not always have to be addressed in the daily standups so feel free to schedule meetings with me on my calendar and I will do the same. Also, know that I can provide further insight on topics that need more clarification. I am not saying I have all the answers, but between myself, the other developers, and you, we should have the ability to paint a clearer picture. Feel free to address any items of further discussion to this email and I look forward to hearing from you.

Best,

Developer”

In this email, the developer wanted to make it clear that there should be a solid foundation of communication between the two parties. It should already be known that information should flow freely between both groups but establishing this with an email more strongly outlines the importance of communication. Knowing what, where, and when to address certain items can help out in situations of uncertainness. Like this message to the Product Owner, it could be a good idea to send similar messages to other group members but tailored more for that specific relationship.

The organizational tool of using user stories helped my team be successful. Clearly outlining the portions of the project to work out help keep everyone productively working towards product development. A name, priority, pre-conditions, and expected results give concrete levels to view and reference. This limits interpretation since items are already clearly defined. Going forward, using a tool like JIRA can help even more with collaboration. Through JIRA, tickets can be created referencing user stories, issues can be logged, jobs can be assigned to team members or groups, and a backlog can be referenced for future task completion. Having a central location for all of these items removes the opportunity to miss tasks and it also leaves a history of everything done for a project even after project development completion.

Pros of the Scrum-agile approach presented during the project are the adaptability, daily standups, and defined development points. Since changes can come up during the development, being able to adapt to these changes is crucial. The daily standups give everyone an opportunity to communicate what they are currently working on and working towards but also allows them to talk about issues they are having. Defined development points establish clear goals to hit while developing the project. These points are smaller, so it becomes easier to focus on them in that manner. A con to using Scrum-agile is that it may not be as effective with unexperienced team members. Since this was a new approach for the team, it may take multiple go-arounds to get everyone comfortable and familiar with the methodology. With every new method and approach this happens but by sticking to it, the team will be better for it. Even with that con, a Scrum-agile approach was the best approach for the SNHU Travel development project. The project was completed and through the use of Scrum-agile, it made it easier to see it to the end.