**Chada Tech**

**SNHU Travel: Sprint Review and Retrospective**

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CS-250: Software Development Lifecycle

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Using the Scrum-agile approach, the members of the team in charge of delivering the SNHU Travel software were able to undertake different responsibilities. As the Scrum Master, my responsibilities included overseeing daily Scrum meetings, communicating between the Product Owner and the rest of the team, and assessing and rectifying the needs and concerns of team members.

The Product Owner met with the client to determine the requirements for the software, as well as meeting with potential end users to note what the users desired to see from the software. Using the experience from these interviews, the Product Owner was able to begin the product backlog as well as constructing user stories that would be utilized by both the Testers and the Developers.

The Testers were able to take user stories from the Product Owner to construct test cases. The test cases outlined the specific needs and wants of the end user via the user stories, and outlined the actions the end user would take as well as acceptance criteria that described the expected outcomes of these actions.

Using these test cases as well as the user stories, the Developers were able to begin constructing the code for the software. By utilizing the wants and needs of the end users via the user stories, as well as the expected actions and outcomes of the software via the test cases, code was able to be easily constructed in a way that satisfies all mentioned criteria.

The Scrum-agile approach allowed for multiple user stories to be completed by having each user story worked on by different members of the Testers and Developers. Unlike the Waterfall method where the team collectively works on an overarching task to completion, the agile method allowed for testers and developers to work individually on their own user stories, ultimately leading to more user stories being completed by the end of the sprint. Through daily Scrum meetings, team members would delegate the tasks they had completed as well as the tasks they were planning to undertake after the meeting; through these meetings, it was clear to all team members who was doing what, as well as what still needed to be done. It is also noteworthy that, with this method, Testers and Developers were able to collaborate with each other to produce code that satisfies the test cases, whereas the Waterfall method would have likely kept them in separate departments and unable to collaborate in this way.

There also came a moment during development where the overall layout of the “Top 5 Destinations” list had been modified from a list format to a slideshow format, which then changed the course of how the code would be developed. With the strictly streamlined process of the Waterfall method, this would have been a huge roadblock in the process, as the stages of development using this method are very strict in nature. Because of the flexibility offered by the agile method, the development process was not limited to the rigidity of predetermined stages, timelines, and deadlines. Instead, the Testers were able to take their initial test cases and modify them so that the actions and acceptance criteria reflected the new slideshow format. The Developers then modified existing code based on this new format and the revised test cases, and development continued seamlessly after these changes were made.

Communication is of utmost importance for the agile method to succeed and, to this end, daily Scrum meetings became the norm for the team. Each day, the team would meet for 15 minutes to discuss the tasks they have accomplished as well as the tasks they intended to work on for the day. Much of what is discussed in the meetings is then posted to the information radiator, which is a public display of the development process that displays the overall progress of the development, including specific tasks that are completed and those that are to-do. Through these meetings and the public visual of the progress of development, every member of the team is always informed of where development is going as well as how their individual tasks contribute to the whole.

As the appointed Scrum Master, I believe that the Scrum-agile method was a benefit to the overall development process. Aside from the increase in normalcy of the agile method in such environments, there were many benefits that support the integration of agile as the new norm in software development. With the deviation from a more traditional hierarchal structure, it was noted that many members of the team felt more empowered and motivated to get their work done given their increase in independence. Also, collaboration was at an all-time high between all members, likely due to the increase in transparency and communication provided by the daily Scrum meetings and visuals like the information radiator. Possibly the only downside to this new method was the lack of rigidity that was once provided by a more structured approach such as the former Waterfall method. However, it could be said that this new method did not lack structure but, rather, took on a different type of structure that was adjusted to in time by the team. Overall, I would consider the Scrum-agile method as having been the better method for completing our product for SNHU Travel.