**Sprint Review and Retrospective**

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Since the beginning of the project, every step we do must follow the SDLC practice that’s split into several phases such as requirement and analysis, designing, implementation, testing, deployment and maintenance, methodically arranged from first to last, respectively. And Agile has been a priority choice for SNHU Travel because it’s a flexible process that’s required less documentation, encouraged customer interaction, boosted teamwork, adapted to modification. The point of Agile is to make the team have the ability to divide the project into several segments for iteration so they can deliver the product to customer as fast as possible in order to avoid time compromise since deadline has been proven to decrease creativity and productivity

Compared to Agile, the Waterfall method is linear with overkill documentation, less interaction with customer because everything is planned at the beginning of the project lead to no place for change since it follows a plan-driven system. If revision is the case, everything needs to be backtracking to step number one which is the requirement and analysis, resulting in wasting time and money. Another concern is Waterfall only suitable for a small scale project in opposite to the complexity of SNHU Travel that’s required constant modification or lifelong support.

The process of utilizing Agile is straightforward and transparency to every role in the System Development Life Cycle (SDLC) so they can make a healthy amount of contribution to the project’s growth. A small team consist of several people break into several roles such as Product Owner, Scrum Master, and a Development Team (Developers and Testers) is good enough for SNHU Travel.

First of all, with the planning process, Product Owner is the main character of the team and business owner and is responsible of the planning process by having an ideal visionary for the project with deliverable goal in mind combined of risk and certainty. Step by step, he/she engages directly with Client to gather user’s requirement, provide acceptance criteria, compose roadmap’s timeline, categorized the Product Backlog as well as prioritized the list, evaluate the resource use and team’s performance toward the end of each Sprint. More importantly, Product Owner update team’s progression constantly to client or stakeholder in order to point the project’s direction in the right track. Second, Scrum Master’s role is compared as an airport connection for connecting communication and interaction between Product Owner and Development Team. He/she will open the day with a fifteen minutes Sprint meeting or more depend on the iteration. In the daily Sprint meeting, he/she start the inspection process of keeping an eye on all aspects of the project, question and answer will be exchanging nonstop among team member to reveal any ideas and impediments in order to achieve the Sprint goal. Ideas will be implemented to the Product Backlog as a feature by Product Owner, impediments will be eliminated by Scrum Master. The main purpose of these Sprint is to control any potential problem during the development time and Scrum Master’s job is to find any improvement to support the team while the Product Owner is busy with the planning. Final, Development Team focus on collecting user’s requirements to make sure Developers execute the work orders smoothly so Testers can create test cases and implements test designs based on Developer’s finished output.

At the same time, communication is mainly the key to make SNHU Travel deliverable to Client, so Development Team use an estimation technique called T-shirt sizing to prioritize the work order as well as adopt a project management tool called Redmine as a tracker to record any issues during the development time. The objective of the former is to fulfill the Client’s requirement quickly without any interruption and the latter for escalating collaboration among team member. As the project evolve constantly during each iteration, adjustment is inevitable, but thanks for Agile methodology, team member can adapt to the change fluidly. For instance, Client request to change the focus of SNHU Travel to the detox vacation program toward the end of the testing phase. With the waterfall method, every step will go back to the planning phase as mentioned on the first paragraph, but since Agile method encourage change, Developer and Tester can communicate directly with Product Owner and Client for any new directions and modifications for the sake of crafting a flawless product. Overall, the main purpose of this method is to accomplish customer’s satisfaction and profit from customer success.