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CS250: Software Development Life cycle

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Sprint Review and Retrospective

The various roles in an Agile-Scrum team contribute to the success of a project. The role of the scrum master is to facilitate scrum events and remove obstacles for the scrum team to enable them to do their best work. This was demonstrated in the daily standup meeting, where the scrum master set expectations for the meeting, set aside distracting topics, and mediated conflicts within the team. They also demonstrated their importance outside of meetings by having a conversation with a sales manager who was messaging the development team directly. These actions contributed to the success of the team by increasing their efficiency. The role of the product owner is to discover and become an expert in the users’ needs, set the direction for the project, and be a resource for the development team to disambiguate project requirements. The product owner contributed to the success of the project by prioritizing user stories and maintaining the backlog. The Testers on the team contributed to the success of the project by clarifying requirements and finding defects within the software – reducing technical burden that would be costly down the line. Finally, the developers contributed directly to the success of the project by building the product, communicating with other team members, and being flexible in changing the direction of development mid sprint.

The Agile team approach helped actualize user stories. By restricting work to shorter intervals, the project manager was able to effectively discover the user bases needs, which was a personalized top 10 destinations app. The development team was then able to swarm on the highest priority item and complete the work within the two-week span. Then, when project requirements changed showcase health and wellness vacation packages, the team was able to effectively pivot to the new requirement. In this way, the most important requirements are met first and the less important ones can be completed later in development.

The Agile team was able to handle interruptions in a few ways. Firstly, changes in direction were strongly discouraged in the middle of the sprint to keep everyone on track. The exceptional circumstance came around that the team needed to pivot to wellness and health vacation packages. A meeting was held where the team could ask clarifying questions about the new requirements. The team continued with their current sprint window to work on the new items, but with the understanding that some of the newly appointed requirements might have to be addressed in the next sprint because of how late they were added. This approach of using the same time window supported completion of the project by prioritizing important feature – continuing development on the less important features would have been a waste of time. Starting a new sprint window would also likely have complicated project timeline estimations by varying the length of sprints.

Communication practices are important to ensure everyone has the same vision and goals for the product. Face to face conversations are the most effective way to communicate with the team, which is done in sprint planning, the daily standups, and the sprint review. When face to face communication was unfeasible, communication through email was also effective. There are some communication techniques that have made email communication more effective, such as asking clear questions and prompting the recipient for a response. Below is an example of effective communications I’ve had throughout the sprint that uses the above techniques:

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| Product Owner and Tester,  I was modifying the slideshow and noticed it was difficult to read the text due to the color. Having high contrast between the text and the background is important for users with disabilities like dyslexia and impaired vision. Please see the following site for more information about color contrast <https://artversion.com/blog/the-impact-of-color-contrast-for-accessibility-and-inclusivity-in-ui-ux-design/> . Not addressing this issue reduces the number of users our product can reach. I believe we should reassess the color palette of our product to be a higher contrast one. We should also implement a test that checks the text color of HTML elements against its background and ensures the contrast ratio is at least 4.5:1. From product owner, what colors should we be switching the text and the background to be to meet this new requirement?  Thanks,  Tanner |

The team used many different tools to be organized. Some of the project requirements were stored in excel files. The team should investigate other tools in future sprints. Excel files quickly become bulky, and their visual hierarchy makes it difficult to find what we are looking for. The team also used Jira as an information radiator. Jira made it easy to add new items to the backlog, assign story points, visually track progress on user stories, and assign tasks to developers. The team also made effective use of daily standups. This got everyone on the same page and helped the team address any hurdles in development.

Overall, the Scrum-Agile approach was an effective strategy for this product development cycle. It allowed the team to quickly pivot to the most important features, it promoted a sustainable development environment, gave everyone on the team ownership of the product, reduced documentation, and increased the speed of development. The main drawback of this method over other development methods was that it created uncertainty in the development process. No one on the team was certain about the long-term direction of the project. Overall, the Agile-Scrum approach was the best one for this project because it allowed SNHU Travel to stay competitive by quickly pivoting to the next trend in travel.