**SNHU Travel Sprint Review and Retrospective**

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CS 250: Software Development Lifecycle

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The sprint and review will cover different areas of the software development lifecycle. The scrum-agile role will be reviewed along with how user stories come to completion, how change affects the scrum project, and how proper communication and tools can improve your development of the product.

Product Owner

Having taken the role of each scrum-agile team member here is the analysis beginning with Project Owner, Scrum Master, and the Development Team. A Project Owner is like a Project Manager, but ‘a project manager doesn’t define the requirements of what should be developed and that is what a product owner does.’ (Cobb, 2015, p. 35) As a Product Owner, you manage the backlog items and what will be worked on next. The Product Owner handles the deliverable. When working on the SNHU Travel project, I choose what was to be in the backlogs and only I was fully accountable for it.

Scrum Master

The Scrum Master is like the head cheerleader, one who helps guide the team and cheers their teammates. The Scrum Master helps everyone in the team and those outside the team with what interactions are helpful or not. The Scrum Master helps the Product Owner, such as removing obstacles from the team’s progress and regularly refining and updating the backlog. Other things could help a teammate with their project to talking with stakeholders, reminding them that the development team needs to concentrate or just encouraging a co-worker. Cobb refers to Scrum Master as ‘somewhat of an agile coach’, but it should be more of the head cheerleader, with the coach being the product owner. (Cobb, 2015, p. 37)

Development Team

The development team comprise of developers and testers. The development team ‘turn Product Backlog into increments of potentially releasable functionality’. (Cobb, 2015, p. 38) We changed the images and background color of the SNHU Travel project, which is considered the a part of the backlog. The developers work on the deliverables of each sprint, then the testers make sure that the ‘Done’ product has been tested and passes the expected deliverable criteria.

User Stories

The way a Scrum-agile approach helps SDLC is by getting the user stories and completing them. For example, in the SNHU Travel project, the user stories were what a user would want in a travel website. Such as being able to pick the continent where you want to travel or picking a price range of the trip. By having the user stories, the team can work on accomplishing the ‘done’ deliverables because of the user story defines the functionality of these requirements.

Handling Interruptions

The Scrum-agile approach is made for change and interruption. In the SNHU Travel project, we had to focus on wellness trips, which made the project updatable but not having to start from the beginning. We changed images, colors, or locations, but the foundation of the app remained in tack. That is the benefit of the Scrum-Agile approach.

Communication

The memo below is a follow up with the User Focus Group that a Product Owner would write to make sure there is nothing else the User Focus Group could add from their interview.

DATE: November 21, 2022

TO: User Focus Group

FROM: [Bek](mailto:Rebekah.johansson@snhu.edu) Johansson (Product Owner)

SUBJECT: Additional questions

Hello <insert username>,

The elements that you provided in the user stories were helpful in developing our product. There doesn’t seem to be anything thing missing, but am reaching out to see if there are any other features you would like to see in our product? Is there any other information you would like on sales, packages, locations, or anything for SNHU Travel?

Thank you for your continued help with SNHU Travel become a wonderful site.

Organizational Tools

There are many tools that can be used in a Scrum Team when they transition or begin. Jira, Azure, Kanban, and even Excel, which is what we used. We used Excel to create product backlogs, user stories, and sprints. Other tools that can help a Scrum Team are apps such as Zoom, Loom, Teams, and FaceTime. These are all communication tools that can be used if you are working remotely. So having access to a Kanban and to other teammates are the best tools to use in a Scrum Team.

Effectiveness

The pros outweigh the cons by a lot for a Scrum Team. Some pros are small goals with a deadline, the ability to adjust on the fly, and the transparences of the work that needs to be done. Personally, I couldn’t think of a con, so after some research. Lynn listed these five disadvantages of Agile in her article. Poor resource planning, limited documentation, fragmented output, no finite end, and difficult measurement. Until I have experience working with Agile, I must take Lynn’s word on it. (Lynn, 2022)

REFERENCES

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile: Principles and*

*Practices for an Adaptive Approach*. Wiley.

Lynn, R. (2022, September 29). *Disadvantages of agile*. Planview. Retrieved December 9, 2022, from https://www.planview.com/resources/articles/disadvantages-agile/