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CS-250 SDLC Final

**Sprint Review and Retrospective**

For the last eight weeks, this SCRUM team has worked to create an application for SNHU Travel Company, in an effort to take the company to a global userbase, versus local and state. During the initial consult, the client met with end users to determine what features were important to them, and what would make them more likely to utilize the new application.

Given the time frame, complexity and collaboration needed for this project, we decided to adopt the agile methodology, over the waterfall methodology. Our team was made up of directly assigned team members, that were involved in the project from start to finish. We had daily 15-minute SCRUM meetings to discuss tasks, blockers, achievements, and progress with the project to promote team wide collaboration, faster development and a better customer experience and end product.

The team consisted of: our client that hired us as contractors to develop their application, our product owner, who worked closely with the client to communicate their needs and give them realistic expectations based on our work and progress during this sprint, myself, the SCRUM master, whose days were spent communicating extensively with the product owner to ensure that the clients wishes were translated to rest of the team each day during the daily SCRUM meeting, keeping the backlog up to date, and assigning tasks to help the team stay focused on each segment needed to complete the project. We also had a developer, whose role was to take the information given to the client, product owner and myself, and turn that information into a developed and shippable application, but only after the product is sent to our last team member, the tester. Our tester automated as many tests as possible and performed them and some manual testing as well to ensure the final product was fully functional and worked as the developer intended it to.

During this sprint, every team member was given access to ALL members, including the client, to give them the ability to ask needed questions that could make their job responsibilities and tasks easier to complete. This aligns perfectly with the agile method and is why we were able to complete this sprint and call it a success. Had we used the waterfall method, we would not have been able make the needed adjustments when difficulties or obstacles occurred.

In the beginning, our project had three main user stories we were working from, while creating child tasks that were linked to the user stories to help us better understand the breakdown, effort, and time estimation needed to complete this project. The first user story had the goal of building the application with a top 5-10 feature, the second was to develop a filter feature that allows users to see travel based on their input of a price minimum and maximum, and the final story was to develop a filter that allowed users to view recommended destinations based on their travel history or profile. In the middle of the project, we were informed that the client wanted to shift the travel destination type to focus solely on destinations that are detox and wellness type locations. There were some questions and discussions amongst our team about whether we needed to extend the deadline to meet this new focus, but after some collaboration, we ultimately decided to leave the date as is, and instead rearrange our backlog and shift focus to adjusting and changing the product to meet these requirements. This was doable by not starting over, and instead adapting the development and structure we had already completed. Had we not been using an agile model, I do not believe this would have been doable without starting over and extending the deadline. This is because with most other models, like waterfall, where everything is very strictly controlled and does not offer flexibility, or a brute force model, where our team would have likely felt overworked and resulted in lower quality product, therefore most other models do offer teams the ability to work as freely and collaboratively as the agile model does.

As you can tell from this retrospective and review, there were many pros to using the agile method for this project and I believe was a very good choice for this project. However, if we were to do it again, I would likely recommend a hybrid method. One of the cons of us adopting the agile method for this project, was the learning curve and learning what dos and don’ts were involved in this process. Had we already adopted the agile method and were more familiar with it, we would have been able to foresee some of the questions and details we needed to gather from the client, such as the type of display they wanted for their site. (i.e., Scrollable or gallery or slideshow to display the different packages.) With a hybrid model, we would been able to have some structure or normal procedural way of gathering all the needed information through analyzing and documenting standard information gathering, which could have saved some time going back and forth with the client to determine the way they wanted their information to look on the site.

Aside from the above mentioned con, I believe the agile method has been an extreme improvement on the way we complete our projects, and should be adopted company wide, not just in areas that relate to IT. With the agile model, we were able to better organize, track, estimate and complete this project. This resulted in the projects completion, another sprint for this client where we will continue adding the features from the original meeting, a better product and a happy customer and healthier, more collaborative and team centric work environment.