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CS-250 Software Development Lifecycle

Final Project: Sprint Review and Retrospective

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**.

Each role in the Scrum-agile approach to the SNHU Travel project plays an important role in the expedient completion of the project. While taking on the role of Product Owner, it was my responsibility to speak with the customer about specific things that they would like to see in their finished product and then relay that to the rest of the team so that they could decide how they wanted to tackle it. Later on, specifically during testing and changing things with the wireframe, it was important that the Product Owner was available to answer any follow up questions that the team may have so that it did not stall any of the objectives in the product backlog.

As the Scrum Master, I was responsible for holding the daily standup meeting and keeping people on track during that meeting to make sure that we kept to the normal standard of time as well as the topics that were chosen, such as: What did you accomplish? What do you hope to accomplish today? What kept you from accomplishing your goals? It was also my responsibility to aid the Product Owner with the product backlog items so that they were organized according to level of importance.

During my role as the Development Team (developers and testers), I was supposed to decide how to effectively use the product backlog to release workable code by the end of each sprint. It was also my responsibility to speak with the Scrum Master or the Product Owner if I had any issues that needed addressing during the development process.

* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**.

Using the Scrum-agile approach, each user story was ranked according to the level of importance to the end user and the customer, this allowed the development team to easily rank the product backlog with what objectives should be accomplished first, that way they could move on to some of the lower importance objectives on the product backlog.

* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.

During the testing phase, when the project changed direction, the Product Owner met with the customer and then relayed what specific differences the customer wanted to see in the end product. In this meeting, the Scrum Master kept morale high by quashing any worries that the development team had, especially when the developer thought that they were going to have to scrap all of the code that had been done up to this point. Also, since communication is an important pillar of the Scrum-agile approach, it was easy for the developer and the tester to get answers to specific questions that they had by sending out emails to the Product Owner.

* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

An example of and email sent as the tester to the product owner:

Subject: Further User Story Clarification

Dear Christy,

I have reviewed the wireframe and made the necessary adjustments to the test cases; however, I still have some questions for the user stories that require clarifications:

1. Do we want the exact same functionality in the mobile app version, or do we want to limit the functionality?
2. Should the trip name, location, and prices be sortable by user ratings as well?
3. How long should the description for the destination be?

Thanks,

Trevor

These examples were effective because they were issues that were standing in the way of completion of this stage of development, they were also essential in completion of the code for this specific sprint.

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**.

One of the most valuable tools that helped the team be successful was the daily standup, not only can this serve as a way to develop a team and create a sense of camaraderie, but it also makes sure that each member of the team understands what they are supposed to be accomplishing. By doing the daily standup meeting, the team is ensuring that nobody is doing any superfluous work or wasting time or resources. Another important tool that helped the team was user stories. This tool helped the team understand what the *end user* wanted to see in the product rather than just getting feedback from the customer. By getting the end user involved in the development process, the team was able to organize the project objectives from most important to least important. Thers is also a chance that the end user would want to see something in the finished product that the customer didn’t even consider asking for.

* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**.

Using the Scrum-agile approach for the SNHU Travel project made for a much better end product. By sticking to user stories, daily standups, and effective communication, each role in the team was able to efficiently complete their objectives. In contrast, if a waterfall approach were to be used, the entirety of the project would have come to a costly rework when the customer decided they wanted to change up the product in order to make it a website for detox vacations near the end of development.