**Sprint Review and Retrospective**

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The various roles of the Scrum-Agile members that make up the SNHU Travel project include; a Scrum Master, a Product Owner, Testers, and Developers.

The Product Owner is responsible for talking to the shareholders or customers and in this specific case, the SNHU Travel company were in direct contact with the Product Owner throughout the process. While initially the Scrum Master was a part of the interaction with SNHU Travel as well, after the first meeting, the Product Owner acted like the liaison to the Scrum Master, the Scrum Master of course in turn acted like a coach guided the rest of the team members through the project. The Product Owner was in continuous talks with SNHU Travel from start to finish, adjusting the product backlog as needed throughout the process. The first meeting required users to be able to set up their own profiles and to have specific search criteria based on their profiles. More specifically, the users overall wanted to be able to have travel packages tailored to their own needs and likes.

The Scrum Master saw to it the team was aware of any changes and adjusted the sprint times as needed. Sprint times are short burst of iterative development, within usually a two-week time limit, that developers and testers are expected to deliver a minimal viable product, or a product that is working ‘good enough.’ the Product Owner had to adjust the users’ stories based on current trends SNHU Travel wanted to see implemented into their app. The UI/UX (user interface and user experience changed drastically, but thanks to the flexibility of the Agile Methodology, the need to change was not as drastic, had a traditional waterfall approach been used.

The developers followed users’ stories put together by the Product Owner and facilitated by the Scrum Master. In this specific project, a Java application was built around the SNHU Travel company. They initially wanted an app that allowed their users to search specific packages, and they learned this through talking with customers directly. So, the users’ stories were from the SNHU Travel company, but in turn were the wants of their potential customers, as they were customers that used other platforms as well and SNHU Travel wanted to entice to use their app exclusively. A great UI/UX delivered by the developers was what was needed and done, of course with the guidance of the Scrum Master and the Product Owner delivering users’ stories.

The testers were responsible for testing the product but also required to communicate with developers to make sure the testing done met criteria and that the developers knew what to change to meet said criteria.

The Scrum-Agile approach allowed for open communication between all the scrum team members which allowed the app to change direction quickly and without much effort. As previously stated, the app went from a more traditional scrollable design to a carousel design as well as focusing on wellness and detoxification travel packages as that was the current trend and SNHU Travel was interested in staying with the trends.

The Product Owner made clear the changes that were necessary to complete the updated users’ stories via email. Email can be a great tool for communication as it is in writing, dated, and easier to get a point across without interruption and can be sent anytime of the day. Open communication made it easier for all team members to do their part in completing the project with assurance they were following the most up-to-date users’ stories (what the customer needs or wants).

The developers were expected to follow the needs of the users’ stories and in the case of the SNHU Travel project, in this case the Product Owner had to change from a traditional scrollable layout to a carousel style layout as well as from a top ten travel app search to a wellness and detoxification travel search app. This change was minor as since the Product Owner was in constant talks with SNHU Travel and the Scrum Master, the development team was able to shift and make those changes without much effort.

As previously mentioned, the use of email to regulate what was needed to help adjust to users’ stories and following users’ stories extensively using Excel to create cards allowed for a seamless experience when changing direction from one app to another. Another effective communication strategy was posting on a message board any needs or wants by any team member. This allowed for clear communication and involved everyone in the discussion, instead of being closed off in an office corner by yourself.

The stand-up meetings can be particularly useful in a team setting, the Scrum Master asks everyone to participate and to speak up about what went well and what could use improvement. Another aspect I like is pair-programming, though this project was small and did not have much use for this technique, it is in fact a popular one and can be a terrific way to sound board effective development strategies. It is also a wonderful way for a team to learn together.

Using Scrum-Agile tools such as the Kanban process can make for easier development and faster changes. The Kanban process is a card system wherein one area of production has materials or resources that another area manufacturers have and when they need more, they send the card back to let them know how many they need. With the Kanban inspired Trello, the team can complete cards and move them around as changes are made. Trello uses a card system where any user granted access can make cards for specific categories, as many as needed, and other users can add to or shift them into other categories as well. For example, in the SNHU Travel app if a tester found a logic bug, they could move it to a column under ‘bugs’ and add a note as to what the bug is and how to replicate it. This approach makes for faster development as all users have access to the same cards.

The Scrum-Agile approach when compared to the Waterfall approach is far superior. Deciding all that will need to be done upfront is the antithesis of what computer technology is about. Computer technology is constantly changing and demands from customers are always changing as well. The days of project planning and applying it to software development seem to be fading. The only reason I can think the Waterfall approach was ever used was because there was no viable alternative at the time. Now, with the advent of Scrum-Agile, going back to a project hard time coded base seems archaic. There were changes made by the Product Owner to make the app from a focused travel app for individual users and then the change was made to make it about wellness and detoxification travel packages.

With a Waterfall approach, this change would not have been easy as the entire project would have to be reworked as this approach does not allow for adaptability. Scrum-Agile thrives on flexibility, it was designed for this specific type of project. The Scrum-Agile approach was indeed the best choice for the SNHU Travel project.