**Sprint Review and Retrospective**

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The product owner did a great job at really capturing what was needed for the client. She put together the user stories and made the vision clear. Going into sprint planning, we knew what each user story needed, and we were able to get a thorough Idea so we could prioritize effectively. Any changes were communicated in a timely manner and did not throw us off track.

The tester did a wonderful job at creating the test so the developers could test code without having too much to find bugs. The tester really helped the developer create an efficient program with little code. Also, any changes were updated very quickly to the test and communicated to the team.

The developers did a great job with the code. It is bug free and meets the client’s needs. The codes were very detailed, and the developers stayed on track. It was great communication used in the daily meetings. The team did a great job of helping others so we could complete this job and it was much success. The open and comfortable environment that was created by the team helped ensure that no one was falling behind.

A scrum-agile approach to the software development life cycle helped each of the user stories come to completion by taking organization to another level. It was very useful to prioritize the user stories by having the product owner conduct a focus groups. It was useful to know what was needed and at what level it was needed. The test also helped bring the user stories to completion because it gave the developers goals to make a little section of code pass the test.

A Scrum-agile approach supported project completion when the project was interrupted and changed direction by first having the product owner be able to speak to the clients. The product owner built rapport with the client for them to feel welcome and confident to change things with us. She then reported the change with us, and we were able to add it appropriately to the backlog so it could be worked on at the best time. The testers were able to create more test based off the changes and the developers were able to seamlessly change and add code.

I was able to communicate effectively with my team by being present in the daily scrum meetings. I made sure to start the meeting to create an open and comfortable environment. When the topics would stray away from the point I would be sure to promptly bring it back to the purpose of the meeting in a respectful and professional way. While going through the meetings if someone did not answer a question, I would prompt them to answer by asking the question that needed to be answered. I was also sure to keep the meetings at 15 minutes long. It is important to do all of the leading so we could ensure a deadline is met. I was sure to also email anything important if it needed to be communicated.

Azure was a tool that helped my team reach success. It was incredibly helpful to be able to list work items and be able to view the status of the items. This helped be sure that people were not working on the same thing and also making sure that every issue was addressed. The backlog part of this tool helped us be successful as well. It is super important to see what needs to be done to ensure deadline is met and also to know what is prioritized. A scrum-agile principle that helped our team be successful is the simplicity. It was very beneficial to have test created so the developers could have these goals to pass the test with minimal coding. This was good so they did not have so many lines of code to sort through to find any errors or bugs. Simplicity saved so much time and helped the developers create easy to read code that was bearable to their eyes.

The scrum-agile approach was incredibly effective for the SNHU Travel project. We were able to communicate with each other to help fix problems, the product owner knew the client’s needs, we were able to have detailed task to do. A drawback of the scrum-agile approach that I noticed from the team, was the daily meeting. Some thought it was too frequent and would have preferred every other day or only two days a week. The scrum-agile approach was the best approach for this project because it gave us the opportunity to dissect want was wanted from our client and also work as a well-oiled team with different specialties.