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CS-250-T5572

6/19/2022

Sprint Review and Retrospective

The success of the SNHU Travel project was due to all members of the Scrum-agile Team contributing their own role specific input into the project. A Product Owner gets user stories from the stakeholders and manages the backlog for the project. A Scrum Master helps organize the team through a series of Scrum events that help keep goals and progress visible. A tester manages test cases throughout the project so the developers know the conditions for their test cases as well as the expected outcome required and then uses these test cases as they become relevant to test the product. A developer is self organizing and cross functional and works towards completing user stories from the product backlog. Every role has its own important piece to contribute to the success of the project.

The Product Owner in the SNHU Travel project managed the backlog throughout the project and was able to add new items as new information from stakeholders came up as well as reprioritize the items so that more important features were done first. The Product Owner helped interpret the goals the stakeholders had for the product and get those user stories to the rest of the team without letting stakeholders slow down the team trying to get their ideas directly to them. When stakeholders and end users expressed the importance of detox and wellness vacations over all other vacation types, the Product Owner updated the product backlog to make this user story and give it a high priority so that it could be done first.

The Scrum Master organizes various Scrum events and also refines the backlog with the Product Owner. In the SNHU travel project the Scrum Master assembled a team, created an agile team charter, and scheduled Scrum events. Some events the Scrum Master mentioned were Sprint Planning, Daily Scrum, Sprint Review, Retrospective, and Backlog Refinement. This is the Sprint Review and Retrospective and if we had a team we would have planned sprints and also lead the Daily Scrum meetings where we check in on progress and any blockers team members might have that we could help remove to keep work going.

The Testers created their test cases from the user stories in the Backlog. Testers defined the pre-conditions for their tests to take place as well as the steps and the expected results that were wanted for each input. This gave the developers an even clearer interpretation of the user stories and how they were expected to solve those problems. The Developers were then able to complete items out of the Product Backlog while keeping the test cases in mind.

The Scrum-agile approach to the software development life cycle helped get user stories from just stories to a completed project. At first a high priority user story was that the end user wanted to have a top 5 destination list so that they could see the most popular travel locations. A test case was created for this user story and then the developer created code to achieve this goal. When another more important user story of wanting to see a top five list of detox and wellness vacations came up it was able to be shifted to being the highest priority and through the same process was able to come to reality as well before other items previously on the list at a lower priority.

The Scrum-agile approach helped this project get completed when new information came to light and a new higher priority item was added mid project. If the team had been using Waterfall there would have been nothing the team could do till the very end to accommodate the user story that was added mid-project of wanting a specific type of vacation over just a general top 5 list. The iterative design of Scrum-agile allows for changes in plans as they are a series of short sprints rather than a single linear plan that must be followed till the end.

Over the course of this project we lacked Daily Scrum meetings where most of our communication with the team would really take place. We did however maintain communication throughout the length of this project through our different deliverable items like the Product Backlog, test cases, as well as emails directly to other team members when clarification was needed for progress to continue.

I think that the organizational tools and Scrum-agile principles were helpful to the success of the team. Organizing all the information from stakeholders from user stories to test cases helped the process from idea to code move smoothly. The iterative design of Scrum-agile also helped when changes in plans happened mid project as we were able to adapt our plans and continue with little interruption.

I think that the Scrum-agile approach for the SNHU Travel team was essential to the project’s success. Everyone had a job throughout the process and completed it to create the finished project. Using Waterfall with this project would have led to the testers not being able to do much till the majority of code was done as well as not being able to adapt to the changes in priority for the detox/wellness vacation plans. Agile allowed the team the flexibility they needed from the initial plan to achieve the best possible project. I believe that Agile was the best approach for the SNHU Travel development project as it allowed for the changes that the team needed to make.