Ashley Santo

Final Project: Sprint Review and Retrospective

Throughout this SNHU Travel project, every member on the Scrum-agile team played an important role to the project’s success. Starting with the Product Owner, they were crucial on getting the project organized and rolling from the start. They are the person who facilitates communication between the team and the client or stakeholders. In this project, the Product Owner spoke with users on what they were hoping to see in the final product and help create the user stories for the rest of the team. They are also the ones who will find out the answers to any clarification needed or to inform the team of any updates. This was seen later on in the project when they clients decided they wanted to focus on wellness/health vacation packages or when the tester wrote the email to get clarification on what the client was looking for. Overall, the Product Owner sets up what the user goal is so the team knows what they are working towards.

Next, is the Scrum Master who is mainly in charge of executing Scrum events. They’re goal is to make sure the team is following Scrum policies and procedures by staying organized, keeping communication flowing and making sure teamwork is happening. When the SNHU travel project was first in the works, the Scrum Master is the one who gets the agile team together and creates the agile team charter. They also scheduled the events like Sprint Planning, Daily Scrum Meetings, Sprint Review and Retrospective, etc. The team charter was the first thing that the Scrum Master put together for the team. This includes stating the vision and mission statements so that the team knew what the goal was of the product. In this case, it was developing a way to expand the SNHU Travel customer base in order to help clients get great deals for places they want to travel. They list out the success criteria, the project risks, rules of behavior and the communication guidelines. On top of that, they are in charge of setting up the Daily Scrum meetings to make sure the team was communicating with each other and could discuss the project such as things that are going well, any issues they may be facing, or what they are planning on working on. It was also the job of the Scrum Master to go over Sprint Retrospective where the team reflected on how they think the last sprint went or what could go better for the next sprint.

The next role who helped with the final product is the developer. They were the ones who actually create the project the client is looking for by coding the program. This was seen by creating the slideshow of the “Top 5 Destinations” where the developer needed to create the program to show those destinations, as well as format the product to be unique in some way. Then, when the client requested a different focus on the project, it was up to the developer to make the necessary changes to reflect the need for wellness vacation packages to become the focus. The developer role was crucial to even having a product that functions and works the way the client requests it. This role can also go hand in hand with the tester role who made sure the product the development team is producing is functional and accurate to what the client is looking for. If there are any issues, they need to let the development team know so they can go back and correct it in the next sprint. They were also important for getting any clarification necessary to perform accurate tests. In this project, we saw the tester reach out to the Product Owner for assistance on what the client was looking for and if there needs to be any changes. These two roles work together to produce a working program that meets the clients’ requirements.

This approach helped each of the user stories come to completion because it involved a team working together towards a specific goal that allowed for changes and error. By each member of the team having a role to play, it takes the pressure off one single person from doing everything and being self-dependent. And by having smaller sprints rather than a linear product creation that comes with the Waterfall method, it allows for updates to be made on the fly when needed. This was seen when the Product Owner came back with the clients’ requests weeks into the project. They didn’t have to scrap everything they did, only make some minor changes to what was already there. This wouldn’t have gone so smoothly had they not been following agile-scrum procedures. The last issue would have been that with something like a website where changes might be constantly happening (such as changes in vacation preference with the wellness retreat), the agile method allows for this to happen a lot faster with smaller sprints and more educated timing of project difficulties.

I was able to show my ability to communicate with my team through mainly emails to the proper team members. As the developer, I had to reach out to the tester and product owner for clarification with the new project when we changed direction. I started the email generally stating that I had some questions for the new project ideas and needed to know the answers. For example, this is the one of the focus areas I needed more clarification on to make sure I was delivering the product how the client wanted: “#1. You stated you did not want to scrap all the work we have done so far but what about certain specifications? For instance, the hot deals and profile recommendations. Are we scrapping that or is that to be left alone as a separate focus from the detox/wellness focus? And are we changing the “Top 5 Destinations” to specific wellness resorts only?”. Then as a tester, I had to reach out to the product owner for answers on more thorough specifics that the client was looking for such as with user story one where I asked “Where should the filter button be located on the page? Would they prefer a slide bar or to just have the input for a maximum and minimum? Do they want the page to be able to also sort the results from lowest price to highest price or vice versa?”. Both of these emails show my ability to effectively communicate with other team members when it is necessary.

The organizational tools and Scrum-agile principles that helped the team be successful started with the team charter that helped the team know the focus and goals of the product. The user stories in the backlog also helped the team know more specifically what users were looking for in the project. This helped the developers know what they needed to include in their code and helped the testers know what they needed to check for in their test cases. On top of that the Scrum meetings gave members a chance to talk face-to-face which is by far the best means of communicating. Not only is it faster and saves a lot of back-and-forth confusion, it gives team members a chance to talk about what they’re progress looks like and if they are experiencing any issues. This promotes teamwork which is the main goal to the scrum ideology. Also, the scrum retrospective helps the team know how they are doing overall whether it be good, bad or things that may need to be changed or improved. All these tools help the team keep up communication with each other and be team players to make sure they are delivering quality products at the end of the sprint.

During this project, there were pros and cons to the agile approach that appeared through the weeks. Starting with the pros, it helped keep the team efficient by promoting communication between members and keeping everyone organized. It also allows room for errors and updates since sprints are smaller portions of code. Testing while producing the project makes sure the product is performing accurately and functioning. It also leads to faster delivery and a higher quality product which gives the client time to make any changes if needed. Some of the cons can include that agile doesn’t have concrete timing for how long something might take. This can lead to failing to make deadlines if team members aren’t being managed well. And because agile focuses so much on team work, it requires a consistent team to perform their roles adequately. If there is even one person not carrying their weight, it may cause delayed deadlines, poor product delivery, and overall wasted time and money. Overall, agile was the best approach for the SNHU Travel development project because it needed a flexible method that allowed for quick changes to be implemented as well as needs the team to be collaborative with each other. It also required the product owner to be very involved with end users and stakeholders to make sure the requirements they wanted were also being implemented into the final product.