Chada Tech

Sprint Review and Retrospective

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When looking at what our scrum team has accomplished throughout this project, we need to look at how each of the roles contributed to our success as a team starting with the Scrum Master. As the Scrum Master it was my job to help the Product Owner with the creation and the Maintenace of our backlog, while also allowing our team to have total transparency and communication within all levels. This was accomplished by acting as an intermediary between the Development Team and the Product Owner relaying what the Product Owner would want done to the Development team. By calling for a sprint planning session we were able to take information from the user stories gathered by the Product Owner we as a team were able to use the planning poker estimation technique to assign a level of effort to each of the user stories allowing the team to plan accordingly. Once development began, I called for daily standup meetings to go over the activities that would be getting worked on for the day allowing for everyone to know what was expected and what tasks were getting done. As the Scrum Master, the goal was to guide my team in Agile methodology to allow for successful project completion.

The role of our Product Owner was important to the completion of the SNHU travel project in the fact they were our catalyst in gathering information from our clients in the form of focus groups, and user stories which were then priortized and broken down by the size of the task to be addressed into the project. As the Product Owner they also managed the items in the product backlog along with the Scrum Master to ensure the project was going on as planned. They also defined what our requirements were for the project and what needed to be accomplished by the team to meet these requirements.

The Development Team consisted of two vital roles of our Scrum Team, The Developer and The Tester. The developer's main task was to take what the Product Owner has gathered in terms of requirements from the base project idea and from the user stories and develop a finished product. They also have to communicate with the Product Owner to help clarify the requirements and ensure that they are doing their absolute best to incorporate every bit of information into the program to ensure that the client is happy with the end result. On top of that after each update or version of the project they get through they need to communicate with the Tester to ensure that the changes that were made still allow for everything to function as intended. As for the Tester not only is their job to communicate with the Developer throughout the development of the code to ensure the functionality is staying the same, but they are also responsible with communicating with the Product Owner and developing Test Cases to evaluate the needs that the User Stories describe at that the Test Case does indeed verify that the task from the user story is accomplished.

When taking a look at how a Scrum-Agile approach to SDLC helped our user stories come to completion. First the product owner collected information from our end-users to create the user stories. When looking at a user story its purpose was to keep them short and descriptive to allow for an easy understanding for both our users and developers to allow for a more effective way to assign priority to each task allowing for a more efficient way to ensure each user stories task would be tackled and implemented into the end project. This was done using Who?, What?, and Why? The who being the user, the what being what the user wanted to accomplish to complete the task. The why being the reason behind the functionality which would add value to the requirement. The developer would then incorporate these needs into the project then the tester would create test cases to ensure that each user story had its requirement met through a pass-fail test.

When looking at how Agile helped the team handle changes by allowing for flexibility and changes when met with challenges for example when we had to adjuct or SNHU travel project to instead list the top 5 detox locations we simply pushed back some other stories that where in our product backlog that were of a lower priority to ensure we changed the product to meet what was needed to be changed before our project release on time.

When looking at our communication as a team we met face to face for our daily meetings allowing everyone to gain a clear understanding of their tasks for the day and what other tasks were getting wrapped up and finished. Along with that we also did a great joib through email to allow for a clear understanding of things that were needed from each other to make sure we were all able to get our jobs done an example of this was our developers email to the tester and product owner:

Dear (Product Owner) and (Tester)

With the request for changes, we have received for our SNHU Travel Website, the team and I were requesting some more information on the exact changes that will be needed for the project along with when these changes will need to be made. With these changes we request that (Tester) test our new changes as they are made to ensure a streamlined finish of the project by the deadline by ensuring all of the changes are working as intended.

Thanks for your time and work.

Joseph

With this email our Developer signified his needs from both the product owner and the tester to make sure that his task got finished and that the project was indeed including everything that our end users wanted.

Our team did an excellent job utilizing the organizational tools and Scrum-Agile principles which allowed our team to be successful in the completion of our travel project. Our team used JIRA or Azure boards since they helped keep our team connected with each other allowing for information on project progress. Our daily standups allowed us to keep together and stay focused on our task; these meetings could also be held remotely or in person, allowing for greater flexibility within the team.

When looking at our implementation of Agile in this project it allowed us to be more flexible and tackle different tasks at different times versus just working in a order of one thing at a time which allowed us to make changes as needed versus finding problems in our first thing we accomplished when we are now working on something else later which can than lead to a plethora of problems going through all of our work that has been completed. Some cons that come with the Scrum-Agile method include sudden changes in the project for example the very end when we had to change to the meditation type vacation, we were able to do it but at the cost of pushing other things out of the picture to meet the deadline. If the change had been any greater, we would have had to change a lot more last second and we also couldn't push the deadline. Even though we experienced this hiccup I would have to say the scrum method was still the correct way to go for our project since it allowed us to function at a higher level of a team and allowed for clear communication from the end users to our development team which allowed us too effectively make those changes to their needs.