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Final Project: Sprint Review and Retrospective SNHU Travel

**1. Contribution of Various Roles:**

* **Product Owner:** The Product Owner played a crucial role in prioritizing user stories, by communicating with the various stakeholders outside of the development team. This ensured that the team focused on features aligned with SNHU Travel's goals. For instance, their active involvement in refining requirements for the Top 5 Destination Functionality, the slide show design, and the detox/wellness vacation niche was pivotal. These requirements could only have been determined by the product manger meeting with SNHU Travel’s staff and clients and communicating their desires to the development team.
* **Scrum Master:** As the Scrum Master, my role involved facilitating communication, removing impediments, and ensuring adherence to Scrum practices within the team. For example, conducting daily SCRUM meetings ensured our team members were on the same page. Receiving individual answers to “What I did yesterday.”, “What I will do today.”, and “What are my impediments.” really set each day up for success. Another notable example of the impact of my role as Scrum Master is conducting the retrospective meeting at the end of each story. This is where the team reflects on the finished story allowing us to continue to improve our product and team. The last example I will give on this role is facilitating the requirement change that introduced the wellness/detox vacations. The team was apprehensive at first, but the Product Owner and Scrum Master reminded them of Agile principles and came up with a plan to incorporate the new requirement.
* **Developer:** The developer actively participated in daily stand-ups, sprint planning, and sprint reviews, leveraging their skills to deliver high-quality code. Since, Agile fosters transparency and collaboration, including the developer in sprint planning and sprint reviews allows for the sense of ownership, and it was noticeable in the work that they provided. An illustrative example is the collaborative effort invested in implementing new features for the detox/wellness vacation niche. Developers contributed to the coding and technical aspects, ensuring the successful realization of the team's objectives. The developer also provided clear communication through emails, specifically an email to the tester and developer about further discussing the acceptance criteria for the detox/wellness vacation requirement.
* **Tester:** Testers played a crucial role in ensuring the quality of the developed features, actively participating in sprint planning and reviews. One important Agile philosophy is testing and developing in parallel. With complex software, taking this approach mitigates the headache of trying to fix issues post development. This is pivotal to providing our clients with working software quickly and could not have been done without the tester. I also noticed how well the co-joined effort of the tester and developer improved out development process. One example is the collaborative effort of the team to create test cases. While it was not the sole job of the tester to create these, their expertise helped the team define these cases.

**2. Scrum-Agile Approach and User Story Completion:**

The Scrum-Agile approach facilitated user story completion through iterative development and collaboration. Each member was involved in the creation of User Stories, which gave the team a sense of ownership. I also believe that including each team member contributed to creating the best possible User Stories. The use of short sprint cycles allowed the team to deliver small increments of functionality consistently. This approach ensured that features aligned with stakeholder expectations and feedback, like the Top 5 Destination user story or the Create Profile with Preferences user story.

**3. Adaptability during Project Interruption:**

When the project faced interruptions and changes in direction, the Scrum-Agile approach allowed the team to adapt swiftly. For example, the flexibility of the product backlog and the ability to reprioritize user stories enabled the team to respond effectively to the detox/wellness requirement. Embracing and expecting requirements to change is crucial in Agile development and allows the team to act proactively instead of reactively.

**4. Effective Communication:**

Effective communication served as a cornerstone for the success of the SNHU Travel project, fostering collaboration and ensuring seamless interactions within the Scrum-Agile team. The team embraced various communication strategies like daily meetings, a dedicated communication platform, and directly communication between team members. Each played a pivotal role in maintaining transparency and cohesiveness throughout the development process. The daily stand-ups allowed team member to provide updates on their progress, iron out issues during discussion, and provide insight into their current task. Direct messaging between the developer, tester, and Product Owner ensured the detox/wellness acceptance criteria was well defined. This multifaceted approach cultivated a collaborative environment where team members felt empowered to voice their ideas, seek assistance when needed, and collectively work towards achieving the project objectives.

**5. Organizational Tools and Scrum-Agile Principles:**

Organizational tools for backlog management and sprint boards, coupled with Scrum events like sprint planning and daily stand-ups, were pivotal in keeping the team aligned. For instance, the use of a sprint board provided a visual representation of work progress, aiding transparency, and collaboration. It also allowed for the Product Owner to easily manage and modify story prioritization to facilitate a change in the project’s direction, especially when there was concern with the development timeline after the detox/wellness requirement was introduced.

**6. Assessment of Scrum-Agile Approach:**

* **Pros:**
  + Leveraging the Collective: The Scrum-Agile methodology maximizes collective capabilities through transparent communication and creating an ownership within the team.
  + Adaptability to Changes: The Scrum-Agile approach allowed the team to adapt to changing requirements efficiently. This allows for quick delivery of working software that meets the client’s expectations.
  + Continuous Improvement: Regular retrospectives facilitated continuous improvement, addressing challenges promptly and creating a higher performing team.
* **Cons:**
  + Risk of Expanding Scope: The inherent flexibility of Agile methodologies carries the potential risk of scope expansion, emphasizing the importance of vigilant management of expectation.
  + Learning Curve: Team members not accustomed to Agile practices might experience a learning curve initially.

**7. Scrum-Agile Approach Suitability:**

**Applicability:** Given the dynamic nature of the SNHU Travel project, the Scrum-Agile approach proved effective in responding to changes and delivering value quickly and incrementally. The iterative cycles align well with the nature of software development where requirements evolve. Also creating software with a collaborative and transparent effort proved essential in producing software that met and exceeded stakeholder expectations. There was a sense of ownership developed within the team, and it was clear that we put our best work forward. Additionally, the real-time adaptability and ongoing collaboration established the Scrum-Agile methodology as a fitting and indispensable choice for the SNHU Travel project where requirements were discovered during the development process.

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