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CS-250

Sprint Review

Hello everyone,   
Our initial goal with this product was to make SNHU Travel a website that can compete in the current market and bring in new clientele to keep them in the top travel agencies of New Hampshire. The Product Owner Initially surveyed a few existing users of SNHU Travel and developed user stories, which the team worked to achieve. These stories involved creating a page to view top 5 locations, filtering destinations by type, price, and attractions, and user profile settings to avoid seeing vacation types they did not want. The Dev team developed code for the first user story and began work on the following stories. Midway through development, the user story was updated by SNHU Travel to have a focus on detox and wellness trips. This change affected the current work on user story 1, which lead to us needing to change our goals. We prioritized this change and sidelined the other user stories. Through collaboration with the Product Owner, Tester, and Developers, we produced a product that meets this goal's criteria. You all should have a copy of the product and we will demonstrate how it works.

If given the chance to work on the uncompleted goals, we would focus on filtering the content of the webpage based on travel type, price, location, etc. and then move on to applying these to user profiles as well.

Sprint Retrospective

The goal of this meeting will be to improve our precision for future sprints. This sprint involved a lot of questioning and changes that could have been handled differently.

Product Owner:

* “I feel that additional surveying may have helped us narrow down our user stories and goals. The initial survey gave a list of topics, I feel that asking additional users about these specific topics would have narrowed down our priorities and we may have found that health and wellness trips were more popular sooner. Daily Scrum meetings and communication between teammates helped to get the project back on track after this set back though”

Tester:

* “I can agree with the Product Owner, some parts of the original user stories were too broad, and then we had a sudden change. Thanks to the communication and planning potential provided by the agile methodology we were able to overcome these setbacks, but clarity can help the process be more concise.”

Developer:

* “The change in the plan was manageable due to the team's adaptability. The Product Owner and Tester were very responsive to my emails asking for clarification on changes and the team understood that this change would cause other goals to be sidelined. It may be beneficial in the future to write code in a more modular way so that if a change happens it will not need as much time to adjust the program.”

Scrum Master:

* “The team has done a great job at adapting to the changes presented by this project by utilizing the daily scrum meetings and other agile tools, such as user stories and team communication. The team should also utilize me to get information from each other and outside sources. “

A common response from the team is that things could be clarified further from the start, rather than later in the sprint. The Product Owner can attempt to clarify their user stories further before presenting them to the team by thinking about what information the Tester may need. The Developer should also attempt to plan for future changes and modularize the program so that a major change will not affect the project as much. Overall, if a waterfall approach had been taken, we may have completed more of the project goals, but we would not have been able to adapt to the customers' changing goals. The quality of the provided code may have also taken a hit had we used a waterfall approach.