7-1 SNHU Travel Project: Sprint Review and Retrospective

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**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**.

Throughout the course I have assumed the roles of multiple levels of an agile team. The roles included are Scrum Master, Product Owner, and Developer/Tester. Each role gave a unique experience and a different point of view from within an agile scrum allowing for an in-depth analysis of each role.

**Scrum Master**

In this role, the task I had was to overlook and support the product Owner with the Product Backlog creation and maintenance. Assuming this role it is crucial to be always open and transparent to ensure the team is on the same page. This was proven when working with User Stories defined by the Product Owner. My job as Scrum Master was to facilitate and review each User Story to be accepted into the first Sprint. A technique used with this task was planning poker, which is a simple technique that allows the team to define the complexity level of each story to prioritize them properly. Another task that is held to the Scrum Master typically is the leading of daily 15-minute Standup meetings which are meetings with the team to identify what is done, needs done, and any questions or concerns within the team to be discussed. The goal for the Scrum Master position is to be open, transparent, and guide the team to success within the agile methodology.

**Product Owner**

The Product Owner role is one of the keys to proper project design. The link between the client of a project and the development team is the Product Owner. As the Product Owner the goal is to define how to implement projects, so the rest of the team understands the goals. Another key job of the Product Owner is managing the product Backlog. This was apparent in one specific assignment. As the product Owner I was responsible for creating User Stories and then prioritizing them based on importance to completion of the project as well as request of the client. After doing so, the User Stories were added to the Backlog. This assignment would shape the curve of the project for the development team, giving them a clear path from start to finish.

**Developer/Tester**

Assuming the role of Developer, I was given creative freedom to design an application for the SNHU Travel Project based on criteria based down from the Product Owner. As a Tester, I was responsible for working out bugs within the application by collaborating with the rest of the team. In these roles, it is clear to see that they are the backbone and foundation of a project.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**.

The Scrum-agile approach to the SDLC helped by breaking down more complex tasks into easier to manage iterations. The ability to do this helps reduce the complexity involved with software design and project planning. Regarding the SNHU Travel Project, requirements were collected and from there user stories were created utilizing the breakdown of complexity. The user stories helped define the functionality required bit by bit to give an idea of who the user is, what the user needs to accomplish a task, and why the functionality helps aid the requirements.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.

The number one concept with agile is flexibility. This means that the methodology is not prone to interruptions or certain aspects of uncertainty. One example from the coursework is the shift in agenda to focus more on wellness/detox destinations. To combat this, we were able to take what was already created and utilize it to shift toward the new requirement.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

Referring to the shift in agenda as previously stated, there was much confusion about direction from within the team. As a developer it is crucial to communicate with the Product Owner and testers within the team to ensure no new bugs are created and to reduce redundancy within the code. An example can be drawn from the email sent to Christy (Product Owner) and Brian (Tester) to make sure all areas are covered. The email is attached below to show how to handle the communication process while also maintaining professionalism.

*To: Christy (Product Owner), Brian (Tester)*

*Subject: Detox and Wellness Vacations*

*Dear Christy,*

*Hello Christy and Brian! We on the development team need some information to help clarify the new direction of the SNHU Travel Website project. We realize the new direction will focus on providing customers with a top 5 list of destinations based on detox and wellness resorts, however, there are some questions my team and I need to clarify. Will the list contain only detox and wellness destinations, or will traditional destinations be included as well? Can the user customize their list to avoid seeing wellness and detox destinations? Lastly, what specifics are we looking for in these detox destinations (i.e., yoga, spas, massages, hiking, etc.)? I look forward to hearing from you!*

*Corey*

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**.

There is an abundance of tools available for helping a team to be successful. For example, the utilization of tools such as Azure DevoOps and JIRA helped smooth the transition from a waterfall methodology to an agile one. Azure DevOps enabled the creation of the Backlog, Sprints, and User Stories which are all key elements of an agile. JIRA allowed easier management of bugs and individual tasks within the team and development. Each of these tools also helped give the idea of transparency that comes with the agile approach. On the topic of transparency, there were multiple principles that also helped the team succeed. Specifically, transparency and openness. These two principles help ensure the team communicates and is on the same page as everyone else in the team to help reduce errors in the project and potentially reduce completion time as well.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**.

As with any methodology, there are pros and cons, and the agile approach is no different. Though the benefits may outweigh the cons, it is important to evaluate both. The benefits are clear, such as being more of a team, openness, transparency, and flexibility. One of the major drawbacks of the agile approach regarding the SNHU Travel Project is the difficulty in prediction. An example of this con is the aforementioned change in direction to wellness/detox destinations. However, this underlines a benefit of the agile methodology as well. Since one of the big keys for agile is flexibility, a changed requirement can be adjusted accordingly and increase satisfaction of the client/stakeholders as a project is adjusted to their particular vision.

Overall, I believe the Scrum-agile approach was the correct decision for this project. It allowed for transparency and flexibility on the project, which was much needed considering the change of direction, leaving the client much happier with their vision coming around as opposed to being stuck with the original plan in a waterfall style approach. Agile is a fast-evolving approach to project management, becoming more widely accepted daily. Each project is different though and may not work in an agile approach. It is important to understand how agile works, and what comes with it before committing to it.