Andrew McPherson  
CS-250  
2/17/2021

**7-1 Final Project  
Sprint Review and Retrospective**

All members of the scrum team came together to collaborate on the project, Starting with the product owner, they spoke to the customers or users to get information for what they would want to see from the finished product and what they want to include. Information such as what types of vacation choices would be available from the product. The information gained and shared from the Product owner was what was used to begin forming user stories for further development. The tester role of the team was able to take the information from those user stories and create test cases for the developer. And the developer is the one who creates the program based on the information gained and help from the PO and tester with the test cases. And of course, the Scrum Master is the one that kept things running smoothly and scheduled properly, from creating daily scrum meetings, and other sprint planning. It is also up to the Scrum Master to help keep the team motivated and focused. As well as to figure out the timeframe for sprints, to know how much work to put in for a sprint to not overburden the team. All members of the team have their purpose and work together to complete the project in a timely manner.

A specific example of how a role in the team helped contribute success was the Developer, who had reached out to the product owner and tester for further information needed because the user stories and test cases were not informative enough in what was truly needed. Communication between members was important in ensuring success, and all members came together to fulfill the needs of other members.

An agile approach helped user stories come to completion, because it was not a “one and done” situation. Due to the iterative nature of scrum and agile, it was possible to return to the user stories when new information had arisen on what was needed or expected for the project. The user stories were not set in stone and because this isn’t something like a waterfall approach, looping back on older steps in a new sprint iteration was possible. The software development part of this project benefited from the Scrum-agile approach because even though things were partially completed, when new information came in to change what was needed, this was easy to do, and was not something we had to completely restart from scratch, we simply adapted to the change and modified what we had to suit the new needs. The specific example in this case was when we had already developed a top destination list based on the user story, but later learned we need to change our destinations to wellness/detox vacations. This required the flexibility to change our user stories for completion, which was accommodated by a Scrum-agile approach.

During development we received new information which meant we had to change direction with how to proceed with the project. For this example, as stated previously we were to focus our top destinations and vacations list to be focused on wellness/detox vacations instead. While this is close to the original design of our project, it required changing some key features of it. Due to the use of a agile approach, we were able to go back and adapt to the change needed without much impact to our progress as it did not take long to implement the new change into our previously developed code. Thanks to the Scrum-agile approach, we had the flexibility to go back and reiterate on things we have made before, as this was not a waterfall approach where we would have gone past the point where change could be implemented into the project, as it is step based. Nothing was set in stone, and the flexibility that Agile affords allowed the team to work on what we already had, to complete the project based on the new requirements.

In the past few weeks, I have written several (hypothetical) e-mails to different members of the team, often for seeking extra clarification and to promote useful cross communication between members. An example of this communication would be the following.

*Hello PO & Tester,*

*I am writing to you both about what we have learned and discussed this week, but for the sake of clarity I would like a proper response on where we will be headed in terms of change of our project. I understand the change we are facing is focusing on detox/wellness travel, but I wish to know in what ways this may impact development. Firstly, in what ways are we restricted in travel options? Are we ruling out any destinations if their primary focus is not on wellness? Perhaps a destination has some aspects of this, but it is not the only reason to go there or may be an optional luxury for their visitors. Further, in what ways will this change the design of our project? Are we no longer going to be creating a top destination list with only wellness? Or is this aspect of the project still on the table?*

*For the tester specifically, with our newfound information, what test cases will need to be revised or even scrapped? Should I halt any work related to test cases that will no longer be required?*

In this example I was speaking directly to the tester and Product Owner about a change in our development with the context of the new information of focusing on wellness/detox, I wanted to closely work with the tester and PO in this case particularly because of the potential change in test cases. I was communicating to these members of the team for specific collaboration between team members. For the PO, I wished for potential further clarification from the users on what more specifically was desired, and from the tester I wished to know how the new change in direction will affect our test cases and what may need to be revised and worked on to incorporate the new change. I understood at this point the importance of communication between members and did my best to collaborate with my team.

Organizational tools that helped my team be successful would be an information radiator program called “Azure Boards” which can be used for keeping track of progress of development of the project and is something the entire team has access to and can change and view things real time. It is an incredibly useful tool to help keep the team organized. My team also decided and agreed upon the use of daily scrum meetings at 9 AM, to take up 15 minutes we would be using Zoom to complete these meetings due to the current situation with Covid-19. In these meetings we it was decided that we will be giving our daily standup where we address the backlog.  
for principles, the ones that come to mind are “Variability and Uncertainty” and “Prediction and Adaptation” such as employing iterative and incremental development. This type of principal allows development of the project to be built in smaller parts and allows the opportunity for changing things later down the line. This adaptative agile approach was the real key to success with this project because of the change in directions later in development that I have mentioned previously. Because of the principles of adaptation, change in the project wasn’t a detriment to the whole team, and change could be swiftly and easily be implemented without halting progression.

I think a Scrum-agile approach to the project was helpful and effective. What specifically comes to mind is how we had to, and were able to, adapt to change during development. As I mentioned previously, the flexibility afforded by Agile allowed me (the team) to revise and change parts of the project after a certain part of development. It wasn’t too late to go back and work on something already created due to the iterative process of Scrum-agile. These are the pros to using scrum agile, flexibility to adjust to changes, and cooperation between the team to work through those changes. The cons of using Scrum-Agile would be this is something that gets better with time because adjusting to the change at first could prove difficult for most teams. Scrum-agile really begins to shine later once the team has “matured” and is used to working together with agile. I think this con is evident from difficulties with proper and clear communication. Specifically, the creation of user stories had felt inadequate, which lead to inadequacies in the test cases. Since the team was new to using Scrum-agile, not all aspects of agile were running smoothly, such as clear communication between team members.

I do think that a Scrum-agile approach was the best one for the SNHU Travel project. As I have mentioned previously several times now, but something that truly stood out to me, was the adaption to change in directions when it came to adjusting to the Wellness/Detox change. Because this was scrum, a new iteration loop back onto what was previously developed allowed me to rework the project to suit the new requirements. If this were a Waterfall approach, I would be too far into development, and on the next phase of said development to go back and fix or change what was previously worked on without having to scrap parts of the project and/or start over. While there are challenges that come with using Agile, I do believe for this case it was the best approach to use.