Calvin Cottman

October 14, 2022

CS-250-T1139

# Sprint Review

The final product delivered to SNHU Travel was successful. We were able to put together exactly what the customer wanted. Our focus was to keep SNHU Travel amongst the top travel agencies, and gain a larger audience by offering trendy, niche vacation packages. We were able to create a travel site that displays the top five wellness and detox locations. This made it easy to compete with other travel sites as wellness and detox locations are what is popular at the time.

Our backlog is complete, and we were able to finish every sprint. We did not run into a great deal of problems in our first time developing a project through the scrum framework. One minor problem we ran into was when SNHU decided they wanted wellness / detox vacations as their focus. We had to go back and fix our work but it through scrum, the customer was able to relay this information to us and we were able to get it done. Our development was modular enough to easily change that small detail. Excellent job to the team for being able to openly communicate amongst each other to get the job done in a timely fashion. Wonderful job to our product owner for being able to understand exactly what the customer wanted and delivering it to our team.

Something to keep in mind in future projects is that we will be switching to this framework to help deliver a more accurate product based on the customers’ requirements. We will continue to gather as a scrum team with a product owner, development team, and a scrum master.

# Sprint Retrospective

The pros of scrum were that it was able to help our team and SNHU Travel complete a goal that was not clear in the beginning. If we were working based on SNHU’s original requirements, we may not have had time to change direction once we presented our final product to SNHU. It was important that SNHU was a part of the project as much as we were. Another facet of scrum that was able to help us was the scrum team. Our scrum team consisted of a scrum master, product owner, and development team.

Our team worked excellently with SNHU Travel to create a final product that fit the standards of SNHU Travel. As the scrum master, I found working with scrum to be beneficial to the deliverance of our product. The scrum team kept in great contact with each other via the daily scrum standups. I believe having the team on the same page daily made it easier to track our progress and get the job done faster. This allowed for individuals who may have been ahead in work to assists other who may have been falling behind in work.

We used an information radiator to help everyone on the team keep up with the information available to the project. This helps when people may have missed a day of work or forgot details of the project. One centralized spot for everyone to see the information of the project proved to be a great contribution to our success in scrum. For our team, we used a physical board because we had a small team that were all together in one building.

Another facet of the Scrum Master that was able to contribute to our success was facilitation. Even though we want everyone in our team to be an equal part of the process, a team would prosper well with a coach. I was able to help coach everyone through the scrum process. This was the first time we attempted to work in a scrum framework. It was most important to keep the team operating in scrum.

The product owner was able to break the project down into user stories that the team could focus on one sprint at a time. This helped keep the team from getting overwhelmed by the size of the project, which also helped keep the team focused on the task at hand. Sometimes when conducting a big project amongst teams, it can be easy to lose focus in what and why you are doing. That is why it was crucial for everyone to focus on one small piece at a time.

The product owner was able to sit down with the top customers of SNHU Travel and get their opinions on how to make the site better. Since SNHU Travel came to us with a problem that did not have a clear solution, it was important that we gather information of our own to help with the completion of this project. The customers were able to give us ideas that we were able to talk with SNHU Travel about and come to an agreement on what the end goal of the project was. This is the reason working in a scrum framework is perfect for these situations.

The product owner also did an excellent job in communicating with the customers and relaying that information back to the team in a timely fashion. Since we met every day, we were able to adapt to changes with enough time. Keeping our project scrum meant having transparency with our customers with each step. When SNHU Travel first came to us, they had a vague idea of what they wanted. Through working with our team, they were able to eventually produce a solid end goal. We went from niche vacation packages to wellness / detox vacations.

The development team did an amazing job at working with the information given to them. Our tester was able to produce tests to make sure that we had a working product at the end of each sprint. It was important to deliver working products because it was a sure way to measure our progress. The customer would also have access to our progress which was crucial because there was a deadline on the project. This allowed the customer to understand how much we were able to do with the project, and when it was an opportune time to propose ideas to the project that may have been nice to have in the project, but not needed.

The development team was able to accurately estimate the time it would take to develop during a sprint. We chose to go with “planning poker” as an estimation technique. One of the cons of planning poker is it can take a significant amount time. We had a small enough team that time was not an issue in our estimation process. Planning poker was able to give everyone a fair shot at expressing their opinion. This was especially true to people who may have had a different view than a majority of the team. That one person may have thought about an instance that no one else had thought about. Another thing planning poker helped to do was break the ice. It was a fun technique that helped open the team up to collaborating with each other. I would choose planning poker again provided our team is still small enough. Otherwise, I would choose something like affinity grouping.

One con of scrum is that there is no real timeline. We cannot start a project in scrum and promise a deliverance date because the details of the project are not clear just yet. Traditional project management styles would have that detail figured out in the planning process. The planning process in scrum is not a one-time process, and it can take a while for details of the project to reveal themselves. Scrum is also a process that requires everyone on the team to have training to operate ideally. The point of scrum is to be transparent and work as a team as opposed to individuals with one job. If everyone is not on the same page than it defeats the purpose, so it essential that only experienced and mature team members work in this framework.