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CS250

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# SNHU Travel Project: Sprint Review and Retrospective

## Contributions

The product owner conducted excellent interviews to help spur discussion on the stakeholders’ preferences and reduce the potential for misunderstandings. They also owned the creation and modification of their stories. This includes when the stakeholders requested the change to a slide format.

The tester created effective tests cases based on the intended functionality detailed in the user stories. They also clarified the intended appearance of the product and aided the product owner in refining the user stories. This benefitted the project due to limiting the amount of reworking the team did when the stakeholders changed the layout of the product.

The developer communicated issues with the flow of the project not being clearly described. They also implemented the modifications to the product to the specifications detailed in the User Stories, Tests, and correspondence. One instance of the modifications performed was adjusting to the wellness and detox preferences the stakeholders requested.

## Scrum-Agile Story Support

Stories were dynamic due to each portion of the process being non-linear. The ability for design, testing, and deployment to be modified during the development lifecycle allows for the ability to conform to stakeholders’ requests. For example, the ability for the team to pivot the design to more of a power-point and the flexibility to modify the project to a detox and wellness platform instead of a general travel platform shows the flexibility of this workflow.

## Scrum-Agile Flexibility

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## Effective Communications

The email below is a sample of a Tester reaching out to their product owner about the lack of detail present in the User Stories. The intended goal is to check if there is a more in-depth description or if the product is up to interpretation for the time being.

Hello,

I am working on the test cases for the travel booking software and had a few questions on the intended product. In specific, I am curious if there are any concepts of the appearance for the final product or if I am supposed to take creatively liberty over how the product with be designed. I noticed the User Stories were vague in detailing how the product was supposed to implement certain features and I would like to get clarification on if there was any prior intent to how it should be completed.

Thank you for your time!

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The following is a sample email sent from the previous Tester’s Product Owner. The intent of this email is to assure the Tester that they can get updated on the status of the design. The only set-back is they planning hasn’t been entirely passed through the stakeholder meaning it may change relatively soon.

Hi Jacob,

Currently we are still finalizing the exact flow of the system. I can send you a sample in a little while, though it may change in the next day or so as we flush it out with the stakeholder. Feel free to reach out if you have any other questions,

Jacob Abts

## Scrum-Agile Tools and Principals

Using JIRA is excellent for dictating who the project is assigned to, what status the project is in, and what each story on a JIRA supports a larger issue. Since the larger issues are defined overall as an epic, the work in completing an epic can be delegated to a team, who would then delegate stories to each member. This allows any members of management visibility on the status of each story; specifically, the order of the tasks being accomplished and if any task is blocked.

An essential scrum event for a team would be daily scrum meetings. They allow for a member of a team to get assistance from their peer and allow for them to relay that they are blocked directly to their co-workers. This streamlines the assistance process and allows for developers to receive frequent assistance if they require it.

## How Effective Was Scrum-Agile?

Scrum-Agile provided a nice balance between a structured system and a flexible work environment. Scrum events allow more situations for a team to become unblocked and evaluate potential issues with the team’s workflow or output. This in combination with the AGILE methodology encouraging iteration across the positions aid the progress of the team. This methodology allows the stakeholders to have consistent input into the development of the system. Having constant input allows the stakeholders to have their requests integrated into the system before the system is complete. Reducing the overall complexity of developing the system by minimizing the amount of refracturing required between the times the stakeholders are given a demo. The only downside to this template is the potential for a project to be difficult to predict a timeline for, primarily due to the unexpected potential changes the stakeholder may request throughout the development process. This method aligned to the requirements of the SNHU Travel Project excellently due to the flexibility required throughout the project.