CS 250

Christopher Goldsmith

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Sprint Review

Throughout this sprint, substantial progress has been made on the SNHU Travel application. During this sprint some of the accomplishments have been: gathered information from the client for a framework of the application's design, we have been given the features and expectations for the application, we have designed user stories to fit those expectations, we have designed test cases to temper those expectations, we have designed a prototype for the SNHU Travel application in the form of a slide show jar file, and we have adapted to changing expectations of the client which the Agile process has assisted with.

In the Agile SCRUM process, the one who jump starts the work is the Product Owner. The Product Owner works with the client and interprets the user stories for the Agile team. Both during the initial creation of the project and the redirection of the project to a detox and wellness focused application, the Product Owner was responsible for laying the framework of the user stories by identifying the user requests and requirements, for the Agile team to utilize in the development of the SNHU Travel application. An example of this would be the “The Top 10 Vacations” user story. The Product Owner is essential because of the possibility of redirection. Creating the initial user stories is important, but the real credit for handling redirection of the user story during development, which is why Agile and SCRUM are so valuable. They give the ability for the team to easily redirect, which the Product Owner handled fantastically during this sprint.

With the proper communication between the Product Owner, Scrum Master, Testers, and Developers during this sprint we have had smooth development. A prototype for the application was created using the initial user stories obtained via the client by the Product Owner. The Scrum Master helped the Developers use the information to create the prototype with the user stories and detail the product backlog as more stories and features were introduced. The Testers took the test cases provided by the Developers and ensured the user stories were completed. Ensuring that buttons work, or things load properly in an application is essential to creating an acceptable user experience.

The collaboration between the Developer and Tester is where this portion of the user story is told and completed. This is also an excellent example of communication during this sprint in which both the Developer and Tester were able to make quick and precise decisions in making test cases to complete the user story with the SNHU Travel Project.

With the organizational tools the Poker method played the largest role in this sprint. The Poker method is a collaborative method that allows the team to explore the urgency of each feature in the project when creating test cases and other developments. An example of this would be rating the urgency of each of the test cases in the project or rating the size and urgency of each of the user stories. For example, early in the sprint each of the user stories was rated depending on size and priority. The priority of the stories was ranking in order from highest to lowest, with the highest being “The top 10 destinations appear on user's home page” and lowest being “List new deals for the user on the landing page.” The poker method allowed us to determine which of those was most important to prioritize. It also helped us determine the expected size of each feature which was tanked: small, medium, large. The largest was “List new deals for the user on the landing page” which is why it was given top priority by most of the Scrum team.

The other organizational tool used was Affinity Grouping. This tool was lumped in with the poker method and was utilized when determining the priority and size of each of the user stories. By grouping smaller pieces together, you can see the larger picture of the project before development, and with this we were able to determine that the features on the landing page were the largest and the highest priority.

The Agile process was effective in the development of the SNHU Travel Project in this sprint. The Agile process allowed for small segmental development, which was meticulously planned. The Product Owner created the user stories, the Scrum Master kept things organized during Scrum and handled the product backlog, the Developers took the user stories and applied them, the Developers then collaborated with the Testers to create the best test cases possible to ensure that the user experience is the best it can be. The testers also communicated with the team by e-mail to ensure that they had all the information needed for each test case, and the team members they communicated with reciprocated that communication.

The Agile process was the best choice for this project as opposed to the Waterfall process. The Waterfall process is simpler but is rigid and builds each step on top of the last. Agile is better for a project whose concept has not completely come together. It allows for easy changes and test-driven development to occur. The Waterfall method is straight forward with a documentation heavy approach, which would have made it the incorrect tool for this application.

The process Agile allowed for an easy change in direction when the SNHU Travel Project emphasized wellness and detox vacations as opposed to being a broad vacation planning application. With the work of the Product Owner the user stories were adjusted, the Scrum Master refined the product backlog, and the Developers adjusted the application to fit the new user story. The Agile process served its purpose, which is to allow for changes during development with the smallest amount of pain possible and to keep the development process transparent and efficient. All roles were filled and applied properly. The Developers developed and communicated with the testers, the Product Owner acted as the liaison between the client and the team, and the Scrum Master facilitated Scrum and kept the project running in a smooth an organized manner while implementing tools such as the Poker method and Affinity Grouping to properly prioritize the user stories via collaboration.