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Final Project: Sprint Review and Retrospective

In the SNHU Travel project, the Scrum Master was the least represented role. Their involvement in the project was only shown early on, with them organizing how the Daily Scrum would go, and how to run various parts of the team. Beyond that, their involvement was less than other members of the team as shown in the animations and requirements.

The Product Owner was probably the most involved role, just above the Tester. Their involvement in the project was represented in every animation, with them always being the ones to provide new requirements, and by assumption new User Stories to go along with them. As a result, their contribution to the project was immense, with each new requirement being another step in the Agile process, to build on with each sprint. The User Stories are integral to the work of both Developers and Testers as well.

The Tester is the next most important role in this project, working a step down from the Product Owner. Using the User Stories, the Tester’s job becomes making Test Cases from the User Stories, to ensure the Developer’s work meets the requirements of the User Stories. In addition, the Tester’s job is to execute the program and ensure it matches the Test Cases.

The Developer’s job is determined by the requirements set forth by the Product Owner’s User Stories, and their success is gauged by the Tester’s Test Cases. As a result, their job is the one where a member of the team receives direction from another member the most. The Developer will also be the one responsible for asking other team members about technical details, and will have to communicate clearly with the Product Owner and Tester about the requirements set forward by them.

The Scrum-Agile approach helped the User Stories reach completion by enabling the communication necessary to ensure Testers developed appropriate Test Cases, and Developers knew the correct details to develop the program effectively. In addition, the User Stories system creates an effective means for Developers to create features in a linear and digestible manner, instead of having to create multiple features together like in a Waterfall methodology. Specifically, the detailed User Stories created an effective list of requirements to work with on a feature, rather than a more vague overall outline, and these User Stories also created Test Cases which can guide the Developer by showing the exact specifications they are being tested to meet.

The most notable example of a major change in the SNHU Travel project was the switch of focus to a Detox/Wellness focus for all pages. The Scrum-Agile methodology allowed User Stories and Test Cases to be adjusted, while all members of the team could ask for clarification to proceed with this change. In addition, this means the Developer can work with the differences between old and new versions of User Stories and Test Cases to determine where changes are most needed to be made. In addition, the Scrum-Agile methodology allows tasks to be changed in the middle of development in this way, which would be difficult in the Waterfall methodologies. In Scrum-Agile, inserting new tasks based on their priority in the project is far easier, and allows for easy enough adjustment of time estimates based on new requirements.

In my experience with the SNHU Travel project, the most important forms of communications were in obtaining details from other members of the team. As an example, in my 4-3 Journal, I was asked to write an email as a Tester, to the Product Owner for what details I would need on User Stories to proceed with writing effective Test Cases. I believe this to be one of the biggest strengths of Scrum-Agile, as this kind of open work environment is effective for ensuring all members of the team can effectively get their work done. In Waterfall environments, communicating with higher ups is significantly more difficult, so the open environment of Scrum-Agile ensures work gets done in a more timely manner.

Of all the tools and principles to ensure the success of the SNHU Travel project, the Daily Scrum, User Stories, and Test Cases were easily the most important in completing the project. The Daily Scrum was an environment that allowed the Product Owner to communicate their list of needs effectively, and allowed the Developers and Testers to get immediate clarification on these requirements based on their own needs. In the same way, User Stories are a means for the Product Owner to provide their requirements to the Developer and Tester, which is the best means for the Developer to understand expectations for the final product, and for the Tester to base their Test Cases on. The Test Cases are the result of the Tester creating a list of tests based on the requirements set forward in the User Stories, and feedback to help the Developer with an understanding of the goals they are developing to meet. In addition, this list of requirements guides the Tester in determining when the program has reached the needed stage of development.

The notable pros of the Scrum-Agile approach are the environment which supports open communication, the flexible workflow, and the short term goals which pace the team properly. Open communication is essential for developing effective User Stories and Test Cases. The flexible workflow, along with setting short term goals, allows the team to continually update and change requirements to match the current state of the project. Changing focus, like mentioned earlier, would be made significantly harder in a Waterfall environment. The cons are the inverse, with the flexibility and ability to change leads to potential unneeded deviation from the original goal. The pivot to detox and wellness trips can be considered a waste of previous effort, by making certain progress no longer relevant.

Despite the cons, I do think that the Scrum-Agile approach was the best for this project. This project can be easily subdivided into short term goals, and flexibility was important as many key design choices like menu layout had not been set in stone from the outset. As a result, a Waterfall methodology could have resulted in an inflexible environment which could have resulted in an inferior product by the end.