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CS-250: SDLC

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7-1: Sprint Review and Retrospective

The various roles on the Scrum-agile team are an important key to developing a great product and critical to the overall development process. While working on the SNHU travel project, our Scrum-agile team was made up of a Product Owner, Developer, Tester, and myself as the Scrum Master. Each of these roles were pivotal to our success in creating the SNHU Travel project and without each of their contributions would not have been possible. The Product Owner was our bridge between the customer/stakeholders and the rest of our team. Our Product Owner met with the customer/stakeholders on multiple occasions in order to better understand their wants and needs with the SNHU Travel website. The Product Owner created user stories from these meetings and were the foundation of our Product backlog, of which we based our Sprints on. During development, we had an important change requested by the customer/stakeholders for the overall focus of SNHU Travel. Our Product Owner reported this change to the team in an accurate and quick manner and was able to convey the customer/stakeholders request successfully to the team so that no issues arose during the change.

The Software Developer plays an important role in the Scrum-agile team because they are responsible for the raw creation of the product itself. Our Software developer was able to digest each User Story created by the Product Owner, translate that into code, and respond to changes requested by the customer/stakeholders.

The Tester for our Scrum-agile team was able to work with our Software Developer to streamline test cases for the code that the Software Developer was writing. When our Product Owner informed us that we had changes to the project, our Tester was able to adapt and update their test cases to match the new requirements that the project called for. The Tester ensured that SNHU Travel was able to deliver the expected user stories and that the website was intended to operate without any bugs and/or defects.

Finally, as the Scrum Master I played an important role with supporting the Software Developer, Tester, and helped facilitate the communication between the Product Owner and the rest of the team. I was also responsible for planning our Sprints, Sprint Reviews, Daily Scrum, and this particular Sprint Retrospective and Review. All of our team members and their respective roles were equally for the success of SNHU Travel. I am proud to have been able to support them whenever needed because without them this would not have been possible.

Scrum-agile embraces the principle of “adapt and overcome” so that during the Software Development Lifecycle, Scrum teams are able to respond to uncertainty in such a way that is not possible with traditional project management practices. The Scrum-agile approach to Software Development emphasizes the use of Sprints to complete individual user stories. These concentrated Sprints allow team members to focus all aspects of development on a particular area of the product. This focused Sprint permits rapid development, testing, UI/UX design, QA, delivery to the customer for initial acceptance, and the ability to respond to unknown changes/issues should they arise. During our development of the SNHU Travel project, we focused product development on completing individual user stories obtained by the Product Owner. Scrum-agile utilizes the process of Sprints to complete the individual components of the product, which are usually in the form of user stories, and brings all the components together at the end to pull the product together. Our team followed this exact principle while creating the SNHU Travel website and is the reason for a smooth development process. We were tasked with creating a website that enabled users to view a custom list of vacation destinations that was based upon their individual profile preferences and/or travel history. Using the process of Sprints for development, we were able to achieve this task with our team working together on all aspects of this user story.

After completion of this user story, we were informed of an update by the customer/stakeholders, that now wanted SNHU Travel to focus on offering vacation packages to its users that were based on detox/wellness. Since our team is a Scrum-agile based team, we were able to rapidly adapt to this change and update the SNHU Travel website to meet this new parameter. Our Product Owner informed us of the change quickly and rapidly, our Software Developer modified the program code to reflect this new change, and our Tester updated their test cases to meet the new requirements and work with the Software Developers new code.

While a Scrum-agile team may have the ability to adapt to uncertainty incredibly well, communication is a critical component to the success of any team and must be used in a way that all team members participate. Our team had in person meetings and communicated via email during the development of the SNHU Travel website. Our initial Product Backlog consisted of user stories made by our Product Owner after her initial meetings with the customers/stakeholders. Our Tester was proactive and wanted to clarify how exactly SNHU Travel was to display the website to the user so he could develop his test cases accurately. Our Tester emailed the Product Owner for clarification into how the website was to be displayed, our Product Owner replied, and finally our Tester again emailed the Product Owner back, ensuring that everything had been understood correctly. Below is a small sample of a snippet from an email from the Tester to the Product Owner.

*“ To: <Product Owner>*

*Subject: User stories - Context requested*

*Dear <Product Owner>,*

*I have reviewed the user stories that you provided me on 03/26/2023 and have made some initial test cases for them. I believe that I have the main functional requirements included in the test cases, but I am reaching out for some clarification on the first two user stories.*

*For user story <#1 - Name>, I have set the initial test case to test for user interaction when requesting their customized “Top 5 destinations” list. From our last conversation you informed me that I am to set the tests up in a manner that displays the users top list in a “slideshow” format, displaying a single destination per page, from the first destination on the list to the last destination on the list. We ….”*

This method of communication between our team members was effective because it allowed us to quickly acquire much needed clarification between the customer/stakeholders needs and the development of the product by the team. We had in-person meetings in between email communications, which helped bring our team even closer as we all had the opportunity to voice our comments and concerns.

The Scrum-agile methodology has helped our team with the development of SNHU Travel in many ways. The framework that Scrum-agile builds for software development allowed our team to be flexible to uncertainty and the ability to streamline production. We used Scrum events such as Daily Scrum to meet with each other for discussion and Sprints as the main focus for development. Our meetings allowed our Product Owner to provide us with user stories and updates as changes were implemented to the existing user stories. Each team member was also able to voice their concerns and current progress on the development of the project within their respective roles. The main Scrum Event that contributed to our success was the ability to focus development during Sprints. The Sprints allowed all of our team members to focus on the same area of the project, which in turn we were able to maximize production and deliver a working product to the customer/stakeholders in a timely manner. Using Sprints also helped us adapt to the changes that the customer/stakeholders wanted halfway through the development process. Had we used a traditional approach to the development of the project, we may not have been able to implement these changes so quickly and failed to deliver the final product.

The pros that the Scrum-agile approach contributed to this project was the flexibility to adapt to change. I cannot think of any cons to the Scrum-agile approach during this project in particular. I believe that Scrum-agile was the best approach for the SNHU Travel project because this project was not easily predictable. Scrum-agile allowed us to adapt to change as requirements were updated, added, or completely removed. With this approach we were able to quickly implement these changes and still produce the project on time. Scrum-agile provided our team with a high level of ownership in the product, flexibility to adapt to change, freedom to make decisions, and confidence in ourselves to work to our best ability that traditional project frameworks fail to provide.