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Software Development Lifecycle

Final Project: Sprint Retrospective

The success of the product is thanks to the combined effort of every single member of our staff. This includes our Product Owner, who was able to communicate to our customers and ensure we had clear representations of what they were after. These included the use of user stories that were formed to help the developers have a clear idea of the features needed for the project. This also helped to keep focus on the most important items we needed to prioritize in our backlog. We also had the Scrum Master who helped guide the team and help them with anything they needed to complete this project. They lead the Scrum meetings and help the team focus on the tasks at hand. Scrum Masters tend to have a much more hands off approach in the meetings, only helping out when they see the topics going off focus or if they need to push the conversation along during the meetings. Then we have the people who actually implement the features in the project. This would be the Developers. They are the ones responsible for creating the features as shown to them by the Product Owner. They work in conjunction with testers to ensure that they features work and are up to the standard needed for the project. Lastly we have the Testers. They work closely with the developers and the Product Owner to ensure that there are no bugs or issues with the features. They ensure that the experience will be smooth for the users once the project is deployed.

The user stories provided by the Product Owner were also a great help in ensuring the success of the project overall. These were instrumental in ensuring that we had a clear idea of what we wanted to implement how to ensure they were up to the standard that our customers expected of us. A good example was the user story for having a top destinations list. They customer wanted to make sure it would only show them relevant trips that they would likely want to go on. So it wasn’t just a top destinations list for the site but have it catered specifically to each individual user. This allowed our developers to implement that feature and our testers to be able to properly test the feature and insure that our customers would be happy with the product once it was fully completed.

When the direction ultimately moved direction, Scrum was able to help us there also. Our Product Owner did some research and found out that wellness/detox vacations were what was trending now. This was at the end of one of our sprints and during the sprint retrospective we were alerted to this change in direction. Since we weren’t too far in when the direction was changed we were able to easily redirect our focus towards this new direction that was given for the project. The developers immediately started working on seeing this new direction go to fruition and the testers got to making sure that all the features worked properly for our customer. One way that our team worked on communicating amongst each other was through the use of emails. We were able to use the emails that we sent out to get clarification for anything that we might not have been sure of. This was done when the direction was changed in the middle of the project. We had a developer reach out to the Product Owner just to get clarification on what they meant by wellness/detox vacations. It seemed like a vague term to use as everyone could interpret that differently and we wanted to ensure that the term was being used as how our customers wanted it to be used. The team also used emails to bounce ideas off of one another and use that to spark any new ideas that they might have to implement within the project. Another way of communication that was used was in the form of the Daily Scrum meetings. This allowed the team as a whole to just be in the same room together and have a good, structured conversation about the project as a whole. This helped foster collaboration and ideas in a way that emails couldn’t.

The principles that govern Agile were really helpful in making sure that our project got off the ground and become an overall success. Some of the principles that helped us out were ones like, welcome changing environments even late in the project. This was utilized when we had to pivot our focus from what we were currently working on to ensure we targeted the new direction that was given to us by the Product Owner. This leads into our other principle we utilized which was, break the silos of your project. This one is more about collaboration with other members that work on the project. We had the Product Owner who gave us the new direction which in turn meant we had to collaborate with the testers to ensure the new vision for the project would come to life without much down time overall.

Overall I would say that the Scrum-agile approach was definitely the way to go for the project. It led to collaboration between everyone and it also led to the ability to use feedback from the customer to improve the product. Testers were able to test the product, and then report what the issues were which allowed us to reevaluate how to do some of the features. The real issue that we had was just the change in direction midway through the project. While it is great that things like that can happen due to feedback, the change in direction is still jarring no matter if we know it could happen or not. It means we now have to come up with new plans to meet the needs of the customer. Though if I could go back and choose which type of methodology to do again, I would one hundred percent choose the Scrum-agile methodology every single time.