# CS 250 7-1 Sprint Review and Retrospective Journal:

I think that looking back at the different phases of the SNHU Travel project, the contribution of each member of the Scrum-agile team was critical to ensuring the project was a success.

**The Product owner** closely collaborated with the business and the scrum-agile team to ensure everyone understood the work items (niche vacation packages) in the product backlog. The product owner gave the team clear guidance on which features to deliver next. Especially when there was a change request from SNHU Travel management, which required making the types of travel and vacation to focus on detox and vacation.

**The scrum master** was excellent in making sure the team stayed agile and remain committed to all the scrum ceremonies (Sprint planning, daily scrum, sprint review, and sprint retrospective). By portraying himself as a servant master and not a manager, and asking questions regarding time lines and impediments, he allowed the team to have an open line of communication. Hence, allowing the team to attain agility, deliver value, and remain focused on the core principles of scrum, the scope, and progress of the project.

**The Developer** had the technical knowledge and skills needed for the project, as well as a deep knowledge of the scrum framework and an understanding on how to implement it effectively for the SNHU travel project/software. The developer made sure the product owner clearly stated the vision and requirements of the customer to the development team. Emphasized the need to prioritize the product (backlog) and share all expected outcomes and required timelines. Asked the product owner to provide proper understanding of issues (if any) including potential/anticipated roadblocks and to make things transparent and workable among teams, as well as give proper and honest feedback of the work delivered or as work progressed. Manage deliverable by setting goals and setting timelines. In addition, made sure to maintain a close collaboration with the testers.

**The Tester** made sure the requirements (functional and nonfunctional) were identified beforehand and clearly reflected the end-users perspective in regards to the desired features of the SNHU travel application. The tester ensured that the details of the user stories and acceptance criteria, was clear enough to inform the (testing) team of how to envision the end product. The tester was proactive in quickly revising test cases to align with the change request from the Product Owner.

**Scrum-agile approach advantage to user stories completion**

Starting from the SNHU Travel management’s/users epic request to having it broken down into small, short and concise user stories across several different iterations/sprints, and ordered based on the SNHU application priority in the product backlog, the Scrum-agile approach through this method, was able to help the scrum team get better at estimating, planning (sprint) which led to more accurate forecasting, greater agility. This ultimately enabled the ability/flexibility to easily write and groom user stories such as the ability to search for the top 5-10 destinations (large priority), to choosing the type of vacation (small priority) , all of which truly represented the needs of the SNHU travel application users.

**Scrum-agile approach advantage to timely project completion**

Open communication, flexibility, and adaptability all played a part in helping the scrum-agile team meet the target of the SNHU travel project. Each team member communicated effectively and promptly to ensure roadblocks were cleared. The scrum master ensured the team met to discuss the interruption, the product owner explained the change and provided clarifications, the developer checked on progress and provided feedback to enable the team adjust accordingly, the tester revised test cases to account for the new search criteria (top destination lists). Hence, the team was able to quickly reprioritize items in the backlog.

**Ability to communicate effectively with my team**

Communication is the highlight of agile development methodology. By using the right communication methods such as meetings, emails, one on one, through engagement, feedback, constant communication, and clarification of my thoughts/ideas I was able to share my point of view about the SNHU travel project as a whole and solicit responses/feedbacks in a timely fashion. I found also that the Scrum events were equally as effective if not better at creating openness and transparency within the Scrum Team. The daily standups, sprint planning sessions, grooming sessions, backlog prioritization sessions, or brain storming sessions allowed me as well as other team members to share ideas, feedbacks, discuss progress or impediments. The scrum events allowed for a line of communication with team members that I would not have otherwise collaborated with regularly.

There were different ways for me to communicate within the scrum team as I mentioned above, but the methods that seemed to have been the most efficient in my work and relationship with the team was:

Face-to-face communication

Face-to-face with white board

* Emailing
* Online chat
* Teleconferences
* Video conferences

Amongst all these, face-to-face communication was the best way to convey ideas. With a white board, the added benefit of direct interpersonal interaction or two-way conversation was reduced. Individual face-to-face communication allowed me and team members to talk informally and in such a way that made it easy to use a piece of paper to scribble key points about changes to the SNHU travel project. One example is my email below which I sent to the product owner and tester asking for clarification on the changes to the SNHU travel application.

*Dear Product Owner and Tester,*

*In consideration of the recent changes that were shared with our team and how they may impact the development portion of the project. I have identified some areas/features that I will be key in ensuring we are able to make the needed adjustments to proceed with development work.*

*Product owner:*

* *Please help in giving the full scenario (user stories) and requirements of the product.*
* *Specify important dates and deadlines that needs to be met.*
* *Please check and provide feedback of the deliverables.*
* *Prioritize the product features according to the deadlines and requirements.*

*Testers :*

* *Please be involved with us in making a product success.*
* *We will be requiring your services at the end of iterative modules needing testing.*
* *Kindly respond with your availability before the next sprint planning session.*

*Regards*

*Developer Denis.*

**Organizational tools and Scrum-agile principles that helped your team be successful**

**Sprint Planning:** Kicked off each sprint. Perfect opportunity were deliverables were defined and the process by which associated work items were to be achieved.

**Daily Scrum:** 15 minute time boxed event that enabled the development team to synchronize activities and create a plan for the day or next 24 hours.

**Sprint Review:** Provided the team the opportunity to gather actionable feedback on completed work and showcase completed work and review roadmap for the project.

**Sprint Retrospective:** Allowed us at the end of each sprint to discuss what we did well during the previous sprint cycle, what did not do well or improvements for the next sprint.

**Effectiveness of the Scrum-agile approach for the SNHU Travel project**

The scrum-agile approach definitely helped in completing the SNHU travel project deliverables quickly and efficiently by breaking down the project into easily manageable sprints. Developments were tested during every sprint thus giving us a chance to re-evaluate or reprioritize our tasks/backlog items. The team got clear visibility through scrum meetings and because of the agility of scrum feedback from customers was easy to adopt and implement easily. One disadvantage was there was no definite end-date, which could led to the project dragging for long. Quality was not easy to achieve during 2-week sprints. Scrum-agile overall was the best approach for the SNHU Travel project because shorts sprints meant easy opportunity for changes based on feedback.