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Sprint Review & Retrospective

During the development of the SNHU Travel project, the team (Product Owner, Development Team, Testers) and I were able to use each of areas of expertise to efficiently produce a product for the clients. The product owner of the team was a great bridge between the clients’ requests and valuable translation of that information that can be used by the team to start producing a quality product as seen in module 3. In the beginning the product owner was responsible for meeting with the client to figure out the overall project ideas and get information as to what they would like developed first in a high-level way due to limited information. As time went on and sprints were finished, the product owner and client would keep in touch to talk about the current state of the product and what additional suggestions or features the client would like to add. This information also gave the product owner the responsibility of ensuring the product backlog was organized based on client priority to make sure the development team was working on the necessary parts first. Next was my purpose as scrum master. As scrum master I was tasked with ensuring that the team was conducting their work using agile principles and making sure that information relayed to the team was in a way that was most beneficial to them. As is being done in this module, I am to conduct a sprint review and retrospective to talk with the team and discuss what was completed, what they plan to complete next, and what challenges they may be encountering where they may need help. Lastly, the development team and testers are seen through the project completing tasks to continue the development. The development team’s role is to go through the product backlog and make sure priority tasks are completed first using basic coding principle as well. The testers’ role is to talk with the team and determine what areas will need to be able to be tested to ensure they meet the expected requirements for that sprint.

One way to keep the team on the same page and give a better understanding to certain tasks is to utilize user stories. These stories provide a more detailed version of a particular task that is higher in priority on the backlog and gives more detail to what is expected of the task. Using a scrum-agile approach to the project helped the stories be completed as due to the team being able to work with very high-level information and continue the development as more information was acquired for that task. This is seen is module 2 during the initial client meeting where the team and client talk about what is the end goal and the high-level requirements. Given these requirements, the development team was able to produce a basic program showcasing the requirement requested by the client. However, as time went on, the requirements changed and user stories were created to split up the project. With the use of a scrum-agile approach, the team was able to complete each user story by waiting to get new information to change the overall goal of each story. This in the end gave more detail to each task and ensured that each task met certain requirements.

One of the main benefits to using a scrum-agile approach to development is that you are able to adapt to changing requirements of the client. One such instance occurred during development in module 5 where the product owner talked with the client and the client found a new report talking about new destinations that will be popular. Instead of showcasing the most popular destinations as a whole, they would like to showcase popular destinations that involve detox/wellness. Although this was a change in direction for the development team, we were still able to complete the task in the same time frame due to our ability to adapt and account for the possibility of having a drastic change in the requirements by allocating a little more time to the sprint. Luckily due to this development style being implemented by the testers, there was very little effect in that regards as the functionality was already capable of being changed to test other areas of the product.

Communication within the team is very important, and doing so well enough can ensure that the team is functioning as efficiently as possible. Some examples of how I would talk with the team would be to encourage them to ask questions and remind them that there are no bad questions. Encouraging at least one of the members to talk abroad can also encourage others and can be beneficial as someone else may not have known that information either. Another way I would communicate with them is to ensure the way in which I am doing so is a way that I know works for them. To do this I would also encourage them to talk to me about how they feel I could communicate better with them. Whether that be the type of information or how information is provided to them, I would like them to talk amongst each other to come to a reasonable conclusion on the best way I could better my own communication.

One of the main tools that was used with the team was a whiteboard to help keep tasks organized. We were able to do this by using sticky notes with information about a user story, and columns on the board to place the notes at which part of the development phase that story was in such as not started, started, and finished. Going about this route was a helpful technique when talked about in scrum events as it allowed an overview of who was doing what, and what still needed to be done.

Using the scrum-agile approach for the development of the SNHU Travel program was a needed learning curve for the team as it allowed us to work more efficiently from within, but also for our clients. The scrum-agile approach was what I feel to be the best approach as from the beginning we were not given much information about the specifics of the product. This essentially required an agile approach due to this but was also needed during the middle and later parts when the requirements of the product were changed by the client to meet their new standard. Using this approach also enabled the use of more meetings including daily scrums to ensure that everyone was on the same page, and they knew what they were tasked to do. This also was a time to help each other and go over ways to improve their efficiency. Given a different approach other than scrum-agile, I feel the outcome would have been very different with a less efficient product.