Sprint Review

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This is my sprint review of my SNHU travel project. During this project I was able to take on every type of role in a scrum team. This included Project manager, Scrum master, developer and tester. This was beneficial because it gave me a chance to gain understanding of each role and their responsibilities in creating a product. I was able to demonstrate agile methodology in a real scenario to prepare me for an actual scrum team in the real world.

The product owner is the middleman between the client and the scrum team. The product manager is to make sure the vision of what the client wants is clear to the team so can develop it. They do the decision making and prioritizing on the project. It is their job to get the most out of the team.

When I was the product owner, I got to make user stories after hearing from the client what their users were looking for. The user stories give a clear picture of what customers who will use the app are looking for. These user stories make it easier to delegate the time needed to each portion of the project and what deserves the highest priority. This helps a project be more organized and get done on time.

The scrum master job is to serve the team by leading daily standups, sprint planning, backlog management and sprint retrospective meetings. In the daily standup meeting the scrum master leads in discussions on what has been completed, the goals for the day, and any issues the dev team are dealing with. This allows the team to know where they are at and agree on what needs to be worked on to complete the project. The scrum master takes notes on everything said and can decide if there is something he needs to intermediate after the daily standup.

When I was the Scrum master, I got to write a team charter. I was able to do this based on information I received from the product owner. I suggested some behavior and communication practices for the team. Communication is very important for the scrum master because I had to make sure the goals were clear for everyone on the team.

The tester is another role that is part of the scrum team. The tester has regular contact with the development team to come up with a test criterion that the user stories can pass be considered good to use. Testing is used during the development process and helps find out what is working and what isn’t. Testers also use the user stories to define an acceptance criteria that the app needs to pass.

When I acted as the tester in the project I had to make a test case for each user story. This taught me how important communication was because they were a point where I needed to email the product owner to get more information for my testing. The more detail a tester can get the better. Tester has to be flexible because there will definitely be a time when the client might change something, and the tester will have to go back and edit previous work. User stories provide a great start for the development team and a nice framework for what needs to be accomplished and lead to discussion among team members to come together and get the job done. When we were in our group project we decided to test in sections as we went to keep from getting to the end and finding out we had errors.

Finally, there is the developer role. They are responsible for designing the software. When there are changes made during the developing process it is their job to implement them. Agile teams work together to communicate changes accordingly and update those changes at every level, such as product backlog, user stories, and test cases which allows the developers can then continue with their code simultaneously editing where necessary so that deadlines can still be reached.

As a developer I was asked to change an existing code to fit new requirements from the client. I was asked to incorporate detox and wellness destinations into the project. I had to reach out to the project owner through email to get all the specific details I needed to make this change. I remember from our reading (The Project Manager's Guide to Mastering Agile by Charles Cobb) “using agile estimation requires High levels of transparency and sharing of information and mutual understanding of the relationship of uncertainty and flexibility to estimates.” I need to be as specific as possible when asking questions about functionality and desired outcomes. Also by using story points the work can be divided and broken up so if we do need to change something we can start at a certain story point and go from there.

During the project communication is to me the most important part of the process. There are several ways to do this so that the team can collaborate smoothly. The primary means of communication were daily stand-up meetings that allow the team to disclose what has been completed, what will be worked on next, and any obstacles encountered. The use of email was very useful in communicating. The developers were able to ask questions so they could get the details correct on each user story. We also used Azure boards to help digitally manage the progress of the project.

I think agile product management was the best way to do our travel project. The primary emphasis in an agile project is to deliver value in the form of successful business outcomes by taking an adaptive approach to maximize the deliverables. Agile reduces the start-up time required for projects, improving the efficiency of the overall project, and focusing on simplicity by eliminating unnecessary work. Agile can also result in higher productivity by eliminating bottlenecks because you are doing multiple parts at the same time. If you compare it to waterfall method quality is often left up to the quality department. The developers develop software and then leave it to the tester to see if it works. With agile the entire team has responsibility for building quality into the design of the products they produce. With agile all members work together more collaboratively in a spirit of partnership toward common goals.

Reference

Cobb, C. G. (2015). The Project Manager’s Guide to Mastering Agile: Principles and Practices for an Adaptive Approach (1st ed.). Wiley.