Sprint Review and Retrospective

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Each person on an Agile team has a specific role they need to fill. If they do not fill that role then the entire project could be in danger of failing. Due to the diligence of the team, each role was filled, and the project was successful. The Product Owner communicated effectively with the clients and stakeholders to identify features and requirements. Then the Product Owner created thorough stories and a product backlog that highlighted each feature in turn. The Scrum Master understands the timeline and how each sprint and each task on the backlog fits into that timeline. The Scrum Master then helped the team keep up with the project ensuring that no one person was overtasked or under tasked. The Product Team consisted of a developer and a tester. The developer understood the project requirements and was able to maneuver through the backlog to adequately fulfil the stories created by the Product Owner. The tester was able to take the stories and create test cases to ensure the product works as intended. All this was possible due to the teamwork and each person specifically contributing to the end goal.

The Scrum-agile method allowed the team to dynamically identify what tasks needed to be done and which were more important than others. Likewise, this methodology allows for decisions to be made while the project is ongoing. Requirements changing does not necessarily mean that the timeline will change. The client can tell the Product Owner that a specific part of the product has changed, which can affect timelines and work progress. The Product Owner creates the user stories to prepare the team for the Product Backlog, giving an understanding of what each requirement should look like. The developer can use the stories to identify what needs to happen in the backend, how the front end should look. Even trivial ideas as where text should be displayed on each page. The tester uses these stories to identify test cases and understands the developers backlog of information to be ready to do regression and function testing as well as other recursive tests to ensure functionality of all the code. The Scrum Master ensures that the timeline is kept, and the Scrum events are adhered to, like the daily stand-up that each person on the team should go to.

Using Scrum, the team can dynamically adjust the Product Backlog to account for this addition to the work. The SNHU Travel project changed midway to only account for health and wellness centers. This in turn meant changing the developers schedule to accommodate for only those types of destinations. The same goes for testing. The tester needs to create new test cases for the new products the developer is working on. The timeline is not as affected by this change as if it were the waterfall method because work is not done in a linear fashion. All the work is done asymmetrically.

When working on a new project, especially moving from a waterfall to agile environment, communication is important. It is especially hard for the Product Owners to not get involved in the menial tasking of each story but to understand the needs of the team. On the other hand, each person on the team needs to be involved with the project to be able to identify where the project currently stands and help assert where failures in the product development needs improvement or overall changing. When communicating, it is easier more professional to use standard means of communication, like email. However, in an agile environment email may be to slow and other methods using instant messaging may help in the acquiring of information. When I send an email, I ensure I talk about one story at a time and provide all the relevant information needed. Emails should only contain relevant information and the questions you need answering should be easily identifiable. This will help with getting relevant information back and the delay in information will be as little as possible.

One of the major tools that helps with the success of the team is a bug and development tracking software. One of the most common is JIRA. This tracking software allows everyone on a team to identify what bugs have been found and can even let Product Owners create stories that bugs can be attached too. Tracking in an agile environment is extremely important. It helps the Scrum Master understand timelines in a more accurate measure, as well as gives the Production Team an area they can go to identify what needs to be done vs. what has been done. This tool is used in all areas of production and can be helpful in retrospective work to better future products. Another tool is a backlog application for Product Developers to create and follow each user story. This is important to the team to ensure that each of the requirements that the client and/or stakeholders have been met. Testers and Developers can use this to better create a workflow, even in continuously changing environments. Again, this tool can be used throughout development but is extremely important during the Sprint Planning event as the Product Backlog creates the tasks that go into each sprint. This is where the product timeline is created from.

On the SNHU Travel project, a small team is great for this type of project. If there are to many people, work will get to thin, and many people will do the same job. The Product Owner continuously kept in communication with developmental requirements of the clients and found that a change in work was needed. Because the team was accustomed to the agile-development process the timeline was not affected and work continued as normal. The Scrum Master kept an eye on how the development of the work changed and the needs of the project to keep the team on track with the time constraints. The tester was able to create test cases that allowed for concurrent testing to product development. This process increased the output time and allowed the team to work effectively together. When the plans changed, everyone on the team was ready to change their taskers to accommodate the new workflow while keeping the original finish by date. Overall, Scrum-agile methodology was perfect for this project as it was small enough for the team to move along with the project. Of the different approaches, the time constraint made it impossible for the waterfall method to finish on time with the change in production half-way through. Other methods could work for this project, however, the practices used in the Scrum-agile method made for the best option here.