SNHU Travel Sprint Review and Retrospective

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CS250

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SNHU Travel Sprint Review and Retrospective

SNHU Travel product sprint cycle review and retrospective. We will review the progress made by the team during the sprint cycle, user story creation and adaptivity for story changes, team communication, and the tools we used to help us organize our sprint. Finally, we will reflect on the sprint and discuss what went well, what went wrong, and if the agile approach was the correct SDLC process for our SNHU Travel Product.

# Sprint Review

## Scrum Roles

The product owner begins the scrum journey by working with the scrum master and the customer to gather customer needs. The product owner and scrum master gathered the information for the SNHU Travel website and proceeded to build a backlog of User Stories and assemble a scrum team, respectively. The developers and testers reviewed the backlog during the sprint planning meeting to ascertain the minimum viable sprint goal. The product owner and team agree on a subset of stories that will satisfy the product deliverable for this sprint.

## User Stories

The product owner acquired some feedback from the client regarding their needs and wants for the SNHU Travel site. The customer feedback led to building User Stories that reflected those features and behaviors. Sprint Planning was the opportunity for the team to work with the product owner to determine what should be the sprint's MVP (minimum viable product). The scrum team agrees on a selection of stories that will accomplish the MVP goal. The selected stories' level of effort is estimated using story points. Story points are typically assigned using a Fibonacci Sequence[[1]](#endnote-1). The developers analyze these selected stories to create acceptance criteria. The testers generate a test plan from these acceptance criteria. The story created to list the top five destinations was the basis for a design. The developers programmed an executable jar during the sprint cycle, and the testers performed the quality assurance on the deliverable. The scrum team provided this jar to the customer in a successful sprint.

## Adaptivity

The Product Owner notified the Scrum team the customer needed a change to the design for the destinations on the website. The team was able to adjust the direction of the designs by updating the stories, acceptance criteria, and test plans. The product owner reassured the team that the schedule would remain the same and the product owner would reprioritize the backlog to accommodate the changes. The ability of the team to meet and resolve the challenge shows the adaptive nature of the scrum-agile approach.

## Communication

The change that occurred during the sprint had details that required follow-up from members of the team. Scrum team members sent several emails asking for clarification of items discussed during the meetings. We used email to communicate with our team members regarding the change. Email is an easy method to collaborate with one or more people in one space. This premise adheres to the "face-to-face" tenet of agile, albeit virtual. Here is an example of the developer asking the product owner for information.

To: Christy (Product Owner)

Subject: Acceptance Criteria and Definition of Done

Dear Christy,

A review of the proposed changes to the SNHU Travel application is something we can accomplish. We will need to write the definition of done for these changes.

I will work with Bill to ensure the revised test cases align with the new layout and behaviors.

Please let us know if you agree that these acceptance criteria are a good definition of done.

Thanks,

Robert

## Organizational Tools and Scrum-agile principles

Scrum teams need methods and tools to assist in self-organizing. Two tools include whiteboards with yellow stickies (to build a Kanban dashboard manually) and JIRA. JIRA is a digital version of the whiteboard and features that contain metrics and data for all aspects of scrum events. Our team is working in the same location (based on the Scrum videos), so the solution used stickies and a whiteboard. The good thing about that method was the Kanban board had all the stories in plain sight for the entire team to see anytime. For teams that do not work in the same location, the preference is JIRA as an agile tool. JIRA has a Kanban board, scrum event metrics, and a lot of other features. JIRA is web-based and easily accessible by teams located anywhere.

# Sprint Retrospective

## Agile and the SNHU Travel Project

The SNHU Travel Product Scrum Team designed and developed features and behaviors for the customer's website as a highly collaborative team. The team faced challenges requiring them to adapt and overcome—all these scenarios we effectively handled using different aspects of agile. The team successfully delivered the SNHU Travel Website features.

### What went well, and what went wrong?

Our scrum team was able to efficiently self-organize and collaborate to deliver two different product iterations throughout the sprint.

We did not have the entire design from the customer initially, but we were able to overcome the challenge. If the customer's schedule was not in question, the product owner can push back and queue up the new requirements for the subsequent sprint cycle. There is still adaptability without upending the current sprints efforts.

### What would we do differently?

SNHU Travel's website was an ideal candidate for the scrum-agile approach to the SDLC. The fluid requirements from the customer and the changing end-state need a flexible mechanic to deliver the product. There is not much the scrum team could do differently outside the management of change mid-sprint cycle. The expectation is some change, but too much change can cause chaos in agile or any other software development lifecycle process.

References

Cobb, C. G. (2015). *The project manager's guide to mastering agile: Principles and practices for an adaptive approach*. John Wiley & Sons.

1. Fibonacci Sequence used in User Story estimation to establish a number value to a level of effort. The level of effort is compounded for each number in the sequence. The benefit from Fibonacci Sequence is the number is equal to the sum of the previous two numbers. E.g., 2+3=5 therefore a story at 5 points is the combined effort of a 2-point and a 3-point story. [↑](#endnote-ref-1)