CS250 Sprint Review and Retrospective

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Table of Contents

[CS250 Sprint Review and Retrospective 3](#_Toc95493478)

[A. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project. 3](#_Toc95493479)

[B. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion. 3](#_Toc95493480)

[C. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction. 3](#_Toc95493481)

[D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication. 3](#_Toc95493482)

[E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. 3](#_Toc95493483)

[F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project. 3](#_Toc95493484)

[Describe the pros and cons that the Scrum-agile approach presented during the project. 3](#_Toc95493485)

[Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project. 3](#_Toc95493486)

[References 4](#_Toc95493487)

CS250 Sprint Review and Retrospective

# A. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.

One of the most important components in the Scrum-Agile Team are the team members and roles they serve to help keep the team moving forward. The following team member roles are essential to a successful Agile project: Product Owner, Scrum Master, developer, tester, and the client. Each team member, including the client, plays a vital role in the success of the project.

The Product Owner is responsible for providing direction to the team on the project details, prioritizing the work that needs to be completed, and maximizing the value of the final product while ensuring the development team works efficiently (Module Two: Initial Client Meeting). In the SNHU Travel project, Christy was the Product Owner. Christy started the project by meeting with the client and asking questions and gathering data about what the client was hoping to achieve with the SNHU Travel project. The client, SNHU Travel, communicated that they would like to get their travel site updated and running to launch in time for peak vacation booking time. The goal timeline was 5 weeks to complete the project. After meeting with the Scrum Master, Christy will create and prioritize the Product Backlog to keep the project on track to meet the deadline and budget (Module Two: Initial Client Meeting).

After speaking with SNHU Travel about their goals, Christy brought in the Scrum Master to discuss these goals. Ron is in the Scrum Master role of the project. After discussing the goals with Christy and the client, Ron communicated that he would assemble an agile team that includes a tester, a developer, and a Product Owner. Ron’s role as Scrum Master required that he move forward by overseeing the creation of the agile team charter and scheduling the first events of the agile process. These events include Spring Planning, Daily Scrum, Sprint Review, Retrospective, and Backlog Refinement. The Scrum Master acts as a background coach to keep the team running smoothly. Ron was able to identify challenges that slowed the team down and effectively manage the Product Backlog to streamline the development process (Module Two: Initial Client Meeting).

The developer role designs and develops the code for the project. For the SNHU Travel project, the developer was Nicole. Nicole participated in peer reviews and worked with the Scrum-Agile team to keep them in the loop about where she was in the process for each Sprint (Module Two: Initial Client Meeting). The developer is the creator.

The team also included a tester. Brian was the tester for the SNHU Travel project and his role included identifying the acceptance criteria of the code as well as creating the acceptance tests. This helped to test whether the code works and go work with the team to resolve any issues or bugs in the code (Module Two: Initial Client Meeting). The tester’s job is to ensure the code works correctly.

The client is also an important member of the team. The client can be a part of the process along the way to see where things are in the development Sprints and provide communication and clarification for questions that arise.

# B. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.

In the Scrum-Agile approach to the SDLC, the Product Owner held a focus group with the SNHU Travel clients to identify what the specific goals were for the SNHU Travel site. This allowed for the creation of user stories (Module Three: Product Owner and User Focus Group). User stories are based on stories told by users that describe what they’d like to see in the completed project. The Product Owner uses this feedback to create the user stories and assign a priority level to them. These user stories become the Product Backlog. Once the team meets and gets to review the Product Backlog, they will select a few items to become the Sprint Backlog and discuss what needs to be done to achieve the Sprint Goal of completing these items (Module Three Introduction, n.d.).

In Module Three: Product Owner and User Focus Group, one of the members of the focus group states, “I’d like to be able to set a price limit, see the top destinations based on price, or have hot deals listed based on my profile”. Taking that story into consideration, the user story created as part of the 3-2 Assignment: User Stories looks like this:

|  |  |
| --- | --- |
| **User Story Number:** | 2 |
| **User Story Name:** | Top Destinations Sorted by Price |
| **User Story Size:** | Large |
|  |  |
| **User Story Value Statement:** | As an end user, I want to choose a setting that sets a price limit and allows me to view the top destinations within this price parameter, so that I can choose the most popular locations that are in my budget. |
|  |  |
| **Acceptance Criteria:** | • End user should be able to set a maximum price limit for a vacation package. This would take the user to a page with packages that fit in their budget. • Displays a list of destinations available in this price limit. • The destinations will provide the following specifics about the package: Destination Name, package details, short description of destination, picture, text with clickable link to take user to package page. |

This user story names the User Story as “Top Destinations Sorted by Price”, assigns a size to indicate how much work it will be, summarizes the user story in the Value Statement, and assigns acceptance criteria that will be added to the Product and Sprint Backlogs. The acceptance criteria are a checklist of items that must be met for this User Story to be marked as complete (Dukes, 2023).

# C. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.

The SNHU Travel team communicated that they wanted to make a change in the requirements. They wanted to change from a list format to a slideshow format and wanted to change the focus of the site to focus on vacations centered on detox and wellness. In Module Five: Product Owner and Scrum-agile Team, the Product Owner addresses the Scrum-agile Team at a meeting and communicates the desired changes requested by the client. Because this approach to the SDLC focuses on small sections of work, also known as Sprints. Keeping the Scrum Master, developer, and tester in the conversation, allows the Product Owner to question what can get done in this time frame and allows her to reprioritize the stories in the Product Backlog to be able to achieve the same deadline (Module Five: Product Owner and Scrum-agile Team).

# D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication.

Communication is key for the agile process. In the 5-3 Journal: Developer assignment, I emailed the Product Owner, Christy as the developer:

TO: Product Owner

Subject: Clarification of New Requirements for SNHU Travel

Hello Christy,

As a developer on the SNHU Travel project, we have recently been given new requirements. I would like to request that you go over the backlog and update us on how this new requirement will change the priority levels. Will we need to freeze our current Sprint or can we add this new requirement into a later Sprint? I will follow up with you at our next meeting.

Best,

Faye

In the 4-3 Journal: Tester assignment, I sent an email to the Scrum Master as the tester:

TO: Scrum Master

Subject: User Story Clarifications

Hi Scrum Master,

I am developing test cases for the different features created for the SNHU Travel software created from your user stories. I would like to ask for a bit more detail on the user stories to ensure I include in-depth testing for any features that were specifically requested.

User Story 2: Top Destinations Sorted by Price

* How many destinations will be listed in the top selection? Will it be top 10? Top 5?
* Will there be a box to type in the dollar amount as well as a drop-down menu?
* Is there a way to sort the prices from high to low or vice versa?

User Story 3: Vacation Types

* Will the user be able to select multiple types or only one at a time?

User Story 4: Custom Destinations Specific to User Preferences

* Will the Recommended for You page be available on the main page or will the user have to access this from their profile page?
* Were there any specific quotes from the people requesting the custom preferences that would tell me any specific features they requested?

Thanks,

Faye

# E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.

Organizational tools and Scrum-agile principles are essential to the team’s success. Utilizing the Daily Scrum, agile team charter, product backlog, user stories, and test cases help keep the development process running smoothly and efficiently. The Agile Manifesto states:

“We are uncovering better ways of developing software by doing it and helping others to do it. Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more” (Beck, et al., 2001). These ideas center around communication and streamlining the process of software development that allows room to pivot when changes come along.

The 12 Agile Principles are a guideline to how to effectively use the agile process. According to Agile Alliance (2023), the Agile Principle #2: “Welcoming changing requirements, even late in development. Agile processes harness change for the customer’s competitive advantage” helped during the SNHU Travel project when the client made a big change later in the development process. This principle tells the team to welcome and harness change to allow the customer to have the best product possible within the deadline. The Agile process allowed the team to freeze the Sprint and reprioritize the Backlog.

Utilizing the Daily Scrum aligns with Agile Principle #6: “The most efficient and effective method of conveying information to and within a development team is face-to-face conversation” (Agile Alliance, 2023). The Daily Scrum allows the team to meet daily, face-to-face, to allow constant communication. This constant communication allows for everyone involved in the development to have immediate feedback at every stage along the way.

The agile team charter is created by the team but overseen by the Scrum Master. This tool is an outline of the guidelines that were agreed upon by the Scrum Team. It can be used to establish boundaries, rules, and practices going forward. It can be a tool used to challenge behaviors or remind the team how to effectively work as a team (Kneafsey, 2021). This document should encompass the Scrum Values of courage, focus, commitment, respect, and openness (Scrum Values).

The Product Backlog is a master list of all requirements needed to complete the project. This is created and managed by the Product Owner and is where the team derives the Sprint Backlogs and Sprint Goals going forward with the project. This is a fluid list that can change if the client communicates any changes in the requirements. Any changes are communicated with the Scrum Team by the Product Owner.

The test cases are an important tool in the development process. The tester on the team is responsible for creating test cases that allow them to find any bugs or redundancies in the code. This aligns with the Agile principles 7 and 9, which state: “Working software is the primary measure of progress” and “Continuous attention to technical excellence and good design enhance agility” (Agile Alliance, 2023), respectively.

# F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.

## Describe the pros and cons that the Scrum-agile approach presented during the project.

There are pros and cons to the Scrum-agile approach to the SDLC. The Agile method is very flexible, and it is easy to adjust the Backlog when changing requirements, like when SNHU Travel decided they wanted to incorporate a slideshow and change their focus to wellness/detox-based travel. When the Product Owner created user stories from the focus group, it was helpful to know what to prioritize and what exact functions and features the client was looking for in the completed project. Utilizing the Daily Scrum, the project was able to be completed in small, manageable sections, encompassing the principle of “delivering working software frequently” (Agile Alliance, 2023).

Even though none of these issues occurred during this SNHU Travel project, there are a few cons to the Agile method. Since the Agile method is heavily dependent on client communication, if the client had not been willing to participate in our attempts at communication, the agile method would fail. If there had been a team member who suddenly had a medical emergency and had to take a leave of absence, it would be hard for a new team member to pick up where they left off since the Agile method does not rely on documentation to keep track of the development process. Agile is a very collaborative model of development, so if multiple members of the team were not educated on how it is supposed to work, it could fail (SDLC - Agile Model, n.d.).

## Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

The Scrum-agile approach to the SNHU Travel project was very effective. Waterfall is still a good method, and also very streamlined, but the agile method allowed more room to pivot and make changes when needed. The agile method also requires more communication and that regular communication helped keep the project on track.

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