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Sprint Review and Retrospective

Throughout the SNHU travel project, each member of the scrum team held an important role and contributed vital aspects to the team and to the project. From the Scrum master to the testers and developers, each member had roles they had to fill to make the project successful. The product owner plays a big part by being the leader of the product backlog and being able to communicate the backlog specific tasks that need to be done. The product owner works with the stakeholders and the scrum team themselves, and they are responsible for communicating the backlog with the team members and the stakeholders, which is a vital role in making sure everyone understands what needs to be done in the project and our sprint. For example, as the product owner of the SNHU travel project, I was responsible for coming up with user stories directly from the clients’ needs. I then had to communicate these user stories with the developers by writing clear and concise user stories which is also an example of how the team effectively communicated. The next role that is vital to the team’s success was the Scrum master. The Scrum master is responsible for ensuring the team understands and utilizes the scrum framework to the best of its abilities. The scrum master is responsible for holding daily scrum meetings to ensure proper collaboration and utilization of agile methodology to ensure productive success. The next role is the developer which plays a huge part in the team’s overall success. Developers must be engaged and cooperative with the entire team to ensure success throughout the entire project. Developers are responsible for creating and maintaining the application itself through code and constant collaboration between developers. Developers must decide how they will complete a sprint or user story and they all must agree on how it should get done. In the SNHU project as a developer we had to create a list of the top 5 destinations, so we had to research top destinations and implement them into the code. The last position is the tester which is another major role in agile development. The tester is not only responsible for creating test cases to ensure functionality, but they are also responsible for keeping track of progress and maintaining testing environments. They ensure the code is clean and doesn’t have any bugs that could hinder the applications’ quality. This is essentially the last stop before the client gets to peak at the product. When it comes to user stories, the agile approach to getting these stories properly completed has proven very effective. In the SNHU travel project, the product owner would have a meeting with the team and with the client where they would gather information on what the client would like to see in the application. This takes a lot of clear and concise communication to ensure that the needs of the client are clearly understood. Then once these user stories are created, a meeting is held with the team where the user needs are explained and the product owner decided on user story priority. Then once that information is relayed to the team, then the developers start working on the user story after they get a clear and concise response in the meeting from the product owner. This proves effective because it creates a sense of clarity between the client and developers, so the developers know how to meet the client’s needs. In this SNHU project, we have had to deal with one change which was implementing the top 5 wellness and detox resorts rather than the top destinations. The way the scrum team dealt with this change was by first having a scrum meeting where the product owner explained the changes that were going to be implemented and then the team could ask clarifying questions to understand exactly what needed to be changed. If the team was in the middle of a sprint, then we would practice this method called the freeze method where we would freeze what we were developing currently and implement the changes we needed to then circle back to where we left off. This is effective in ensuring that the team implements and properly handles changes instead of starting one task and never finishing because of interruptions. Communication is a huge part of the agile development success. Personally, I believe agile development is based off of strong communication and collaboration tactics. Having teams of people who can effectively communicate problems and solutions amongst each other and with clients is the key to successful project development. In the SNHU travel project, we had a lot of communication varying from scrum meetings to developers reaching out with clarifying questions. The product owner is the main communicator between clients and the developers. The product owner and scrum master discuss the users’ wants and needs in the project and the product owner must come up with user stories to give to developers to create into functional sprints. There is clear communication between developers and what needs to be done and what needs to be prioritized based on client needs. Scum meetings are also another tool/event that helped the team succeed. These scrum meetings allowed product owners to elaborate on what needs to be done based on client priorities. The team was then able to go over the things that need to be done first and work through them without confusion about what the client wants to see. Overall, the agile process for this project was very successful in my opinion. This project proved that changes could occur at any time throughout the project and should be embraced by the development team in an organized fashion. The agile methodology utilizes a lot of communication and open collaboration between the entire team which is essential for team success. The waterfall methodology or traditional methodology is more strictly planned and caters to predetermined requirements rather than a fast based changing environment. The pros to the scrum/agile development method are better communication, easier development, flexibility in the project, and quicker development throughout the project. Each task is split up not sprints based on client priority which helps build the project exactly to the clients liking while getting feedback through each sprint. Feedback in the traditional process takes longer and is likely to be seen towards the end where it’s too late, however in agile development feedback is given frequently and is shared amongst the team to ensure better development processes and better-quality production. The agile methodology has proven to be a big success in the SNHU travel project.