# CS-250 Final Project

# Sprint Review and Retrospective

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It has been a tremendous learning experience to work with SNHU Travel to create a comprehensive travel booking tool. It was inspiring to observe how each team member worked with the other to produce a high-quality product in the context of their particular position. I had the good fortune to play a variety of roles during this project in order to satisfy the client’s requirements. I assumed the responsibilities of a Scrum Master, Product Owner, Developer, and eventually Tester. I will consider the experience of each role in this retrospective.

I first played the role of a Scrum Master. A Scrum Master’s primary responsibility is managing the team and ensuring the project’s success. This is accomplished through supervising Scrum activities like sprint planning, backlog refinement, managing the daily scrum meeting and, overseeing sprint review and retrospective. The daily stand-ups were particularly important in helping the Scrum Master ensure the project stays on track. Three major questions served as a special guidance for these meetings:

1. What have I done to advance the Sprint goal since the last daily stand-up?
2. What actions will I take today to advance the Sprint objective?
3. What stands in the way of reaching the Sprint objective?

These questions served as a valuable guide for the daily Scrum, which was used to inform team members of project progress and direct them toward the project’s objective.

The Product Owner acted as a direct link between the team and the SNHU Travel Management. He was responsible for understanding the client’s requirement and the “why” behind the user’s preferences in order to ensure the team design the product with the user in mind. The Product Owner played a significant role in determining how the final product turned out. The Product Owner was in charge of constructing product backlog from the user stories in order to deconstruct the customer requirements into terms that the entire team could comprehend. The Product Owner also prioritized the user stories in the backlog so us to ensure the team channeled their efforts into the features that the client required urgently. It was also his responsibility to communicate to the team any adjustments that had to be made to the product along the way and why the customer wanted the changes. Such change came about when the client requested a change in the new booking tool to focus on detox/wellness travel rather than the top five destination list. This change was swiftly implemented under the direction of the Product Owner.

The tester was in charge of drafting test cases that accurately reflected the client’s needs documented in the product backlog. To effectively direct the developer in creating features that are in line with the user journey on the system, the tester was proactive in envisioning the user engagement with the system from various angles. The test cases included precisely laid-out test steps that specified the actions a user would take when interacting with the system and the expected outcomes. From the expected outcomes, the developer had a clear idea of how the various features should be implemented on the user interface. Throughout the project’s development, the tester also wrote and ran tests to see if they passed or failed. After analyzing the test results, the tester would make recommendations to the Product Owner on how the product’s features might be further improved. During designing the top five destination list, the tester was able to revise test cases in that instead of displaying the list in a top to down approach, the list would be displayed horizontally from right to left. This allowed the user to concentrate on a single destination list at once.

The last role I played was a developer. The developer collaborated closely with the tester and product owner to create a usable final product. Additionally, they collaborated with the tester to fix any bugs detected or make further improvements to the product. The developer used agile development to accomplish the requested modifications by adhering to the updated product backlog and the revised test cases when the requirements changed from the Top Five Destination List to detox/wellness destination.

A Scrum-agile approach to the SDLC helped the user stories come to completion by providing structure to the development process. By breaking the work down into smaller user stories, it made it much easier to target specific requirement, estimate the size of the requirement in order to prioritize it and, to design the acceptance criteria that would guide the developer in developing features that would fulfill the user requirement.

The Scrum-agile approach also played a huge role when SNHU Travel requested a shift in the product focus from what the team was working on to a detox/wellness travel booking tool. Such adjustments would have been exceedingly challenging to handle in a waterfall development style. The entire system would have been dismantled and rebuilt. However, agile approach makes it simple to make adjustments to the original plan and enables for flexible roadmap revision. In making the requested changes to the SNHU Travel Booking Tool, the team utilized the Scrum-agile approach to adjust the product backlog, deprioritize some of the existing user stories in order to accommodate the new changes while maintaining the original schedule and then, in one of the sprints, the test cases and the code were updated to reflect the requirements documented in the product backlog.

As the Scrum Master, I worked to ensure effective team communication, motivate team members, and ensure everyone was working together in an agile environment. Apart from the daily stand ups where we used face-to-face communication, the team members primarily used email as the official communication channel to make follow ups regarding what had been discussed in the daily stand ups or other meetings. Below is a sample email from the Tester to Product owner seeking clarification about User Story #2:

*To: Product Owner*

*Subject: User Story #2 Clarification*

*Dear Christy,*

*I have taken a look at your user stories and am developing test cases for the different features to determine whether the product passes or fails. I need a bit more detail regarding user story #2: “Travels by Preferred Travel Type.”, so that I can use more specific metrics to clearly define my test cases. Specifically, I need additional information on how the user will interact with the software when selecting the type of travel, they would like to view.*

*In order to accurately generate test cases for the software, I need to know if the user will select the type of travel through checkboxes, radio buttons, drop-downs, or other options.*

*Please provide clarification as to the user interaction.*

*Thank you for your time and consideration,*

*David Hernandez,*

*Tester.*

The above email is effective since the Tester asks direct question regarding a specific user story. The team works together to achieve the goal of the project when there is such open communication where team members ask for assistance in areas they do not understand.

A Kanban board that was mounted on the wall in the area of the office where we held our daily stand-up meetings was the organizational tool, we used most effectively to make our project a success. Using this board, it was possible to see what needed to be done, who was in charge of each task, and when it was due. This tool was crucial in adhering to the agile principles of collaboration and self-organization. It made it easier for the team members to stay up to date on the project’s status without continually seeking updates.

The Scrum-agile approach was highly effective for the SNHU Travel development project. The approach provided us with the agility we needed to iterate quickly and adapt our product to changing customer requirements. Additionally, it allowed us to collaborate effectively and maintain focus on the project. This enabled us to develop a high-quality product with minimal delays.

However, the Scrum-agile approach also presented some challenge. The main issue we encountered was some team members had difficulty understanding and sticking to the Scrum process due to their lack of experience with the approach. As a result, there were some delays in tasks due to miscommunication and a lack of understanding of the process. This is an area that I am sure would not be a problem for the team during another project.

Overall, I believe that a Scrum-agile approach was the best approach for the SNHU Travel development project. Despite the challenge we encountered, the approach enabled us to efficiently develop a high-quality product that met the customer’s needs. Furthermore, the iterative and incremental nature of the approach allowed us to continuously adjust and tweak our product to fit the customer’s requirements. Ultimately, the approach was highly effective in allowing us to meet our development goals in an effective and timely manner.