CS-250 Final Project

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Sprint Review and Retrospective

Over the past several weeks on the SNHU Travel project, we were able to utilize the Agile method successfully in our business unit. Our Scrum Agile Team consisted of different roles the Scrum Master, Product Owner, Developer, and Tester. These roles had a significant impact in our team to develop the success of the project. I will begin to discuss the roles and key performance indicators from each role that was utilized using the agile approach.

We will start with the Product Owner. The Product Owner is responsible to engage with the stakeholders and clients to get the information to create the product. Meetings was set up initially with the SNHU Travel team to get the user stories in detail to document what is wanted and expected for final acceptance. The interaction with the clients is used to understand their pain points, these are written in detail to capture the key points for the user stories. A good product owner is needed to capture detail to promote alignment and helps with the development of the product. The Product Owner created a product backlog to create the list of user stories. This prioritized and sized each of the client’s feedback on what is important for the travel ap-plication. This document is then used for the Scrum Master to create and distribute to the rest of his team. The product owner is responsible to update the Scrum Master and client if any changes or issues in the product. Towards the end of the product development, the client requested to create a change in the destinations to be geared towards detox and wellness travel. This was a huge change that an agile approach had to adapt to encounter.

The Scrum Master is responsible to create his team with the product owner, developer, and tester. He was also responsible to create Agile Scrum events. The events consisted of sprint planning, daily scrum, sprint reviews, and backlog refinements. Daily scrum meetings were used to develop a great communication process for the agile team. The three questions “What I accomplished yesterday”, “What I attempt to accomplish today”, and “What are the roadblocks that are preventing to complete a task”. The Scrum Master is responsible for any risks or impediments that are present for the team and project. The Agile Team Charter was created to establish team member information, success criteria, risks, communication guidelines, and expected rules of behavior. For the SNHU travel project, there were no outstanding roadblocks that prevented the completion of the product. The client did request for the destination change, which the Scrum Master had to update the team. The product backlog had to be refined as well to match the requests.

The Developer is responsible to create the source code for the application. In an agile method, he needs to be adaptive to any change and open. Great communication and updated documentation are important for the Developer. He is the main key for the creation of the application. For the SNHU travel application, the developer was the key stakeholder for the change. Last minute change was a crucial acceptance criterion for the client. The concern for the change was established during a sprint review for the required changes. The developer was able to accommodate successfully for the detox/ wellness changes for the destinations. A roadblock the developer had as well was setting up the integrated development environment for creating the application as well. Working closely with the Tester, Scrum Master, and Product owner can establish communication practices and track key milestones.

The Tester is responsible for “testing” the application. His alignment with his team is to work with the developer and product owner. He is responsible to make sure the product is accounting all acceptance criterion from the user stories. Test cases are created to check the criterion and give feedback to the product owner and developer. The SNHU Travel Program was developed for the end user to have recommended destinations based on profile settings and recommendations. There was a distinct request that there should be no recommendations that didn’t apply to the criterion. It is important to test the program to check in detail that the application was true to the user stories.

The Agile Approach was the best approach for the SNHU Travel Project. We were a small team that utilized processes an agile team would use. Communication was very important and cannot imply that enough. During daily scrum meetings, we were able to communicate as a team. We updated the team to discuss the progression of the project. When we did hit the roadblock, we were able to adapt to the change. Organization was very important to the success as well. We had supporting documentation in place to keep the team up to date or refer to. The team charter to state information for expectations to the product and team. The product backlog was in place to see the user stories and prioritize. Finally, the test cases, to see expected results from the application. We could even go further to use a hub such as Jira to upload all documentation and track progression. Automation of reminders and updates can help with the success of a project.

The Agile method compared to the waterfall approach was more beneficial. For specifics a customer is looking for such as a custom application such as the SNHU Travel program. The agile approach was more beneficial. The Waterfall method would not be able to handle the late customer request until after the application was deployed. The waterfall method in software development would be more beneficial to a customer if they were looking for a basic software that the customer could be able to change and customize themselves. For a finished project the agile method was more beneficial. The pros of the agile method were more of a close nit team. We didn’t have to rely on one step before we can accomplish the next. Although the last-minute change can be stressful for a team. The adaptive concept can also affect the project. Timelines can be pushed back because of developing and testing. From the expected roles, outcomes, open communication, and organization. We were able to successfully develop an application for the SNHU Travel Team utilizing the Scrum-agile approach.