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CS-250 Sprint Review

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All the roles from the Scrum-agile Team were critical to the success of the SNHU Travel Project. We can begin the sprint review by focusing on the contributions made by the Product Owner, as this position on the Scrum Team was the most critical. The Product Owner was tasked with coordinating the customer's requirements with the Scrum Team as well as developing the product goals, developing, and updating the product backlog, and leading the sprint planning, which in my opinion, are essential tasks for any project because, without this information or high level of planning, you do not have anything to work off. It will lead to a defective product or project failure. The Product Owner for the SNHU Travel project was able to maximize the value of the Scrum Team through exceptional communication, which led to a functioning Travel Destination site while having to change the scope of the project from the top five most popular travel destinations to the top five health and wellness destinations in the middle of the project and the Product Owner was able to deliver a fantastic product to the customer; This is an excellent example of how the Agile methodologies can be beneficial to any Product Owner or Project Manager.

The second role in reviewing for the SNHU Travel Project is the Scrum Master. Throughout this project, the Scrum Master did and did an excellent job of communicating with the Product Owner and the Scrum Team. The communication enabled the Scrum Master to establish an environment where the Scrum Team could be effective. The Scrum Master was also able to limit most of the distractions throughout the stand-up meetings, there was only one instance that the Developer and Tester started to ask questions about the Product Owner's availability which derailed some of the meetings, but the Scrum Master was able to redirect the conversation to get back to the task at hand which is one of the most critical tasks for the Scrum Master they are supposed to navigate obstacles that will deter the team. I think the Scrum Masters' most significant contribution to the SNHU Travel Project was the ability to communicate the Product Owner's project requirements to the team while maximizing the Scrum Teams Time.

The Tester had the most challenging task of all the Scrum Team for this project. The Tester was required to take all the information from the backlog and user stories and create the test cases used for the entire project; This process is critical to the success of any software development as the test cases need to be detailed and have the correct information. When the Product Owner asked to change the style of vacation destinations from the top five most popular vacation destinations to the top five health and wellness destinations, the test cases became extremely valuable as the only information needed to change was the destination type. The most valuable contribution from the Tester was developing the test cases in a way that had all the information needed for the SNHU Travel project, i.e., user profiles, destination types, and user travel history listed in a detailed which made the Developer's job easier.

Continuing the Sprint review, we know that the Developer benefits from the information the rest of the team provided to write the code. I think the Developer benefited the most from the flexibility within the Agile methodologies. For this project, the Developer effectively transitioned from one style of vacation Destination to another in the middle of the project, quickly solving the biggest problem for the SNHU Travel project. If the Developer could not perform this transition at a critical point, the whole project would have failed. So, the Developers had the most significant contribution to the entire project as they dealt with the change and could deliver a working product without extending the product deadline.

The Scrum-agile approach that contributed to the user stories coming to completion was Scrum accountability with specialized personnel for each role in the Scrum Team. The accountability begins with the Product Owner creating a detailed backlog and continuously updating the information it holds, such as user stories; if the Product Owner is self-accountable and self-organized, this will increase the value of the user stories to the team throughout the project and maximize the overall value of the product. The Scrum master’s accountability is interesting as they are required to participate as a peer while conducting team meetings, but they are also required to keep the project aligned with the Scrum guidelines throughout the entirety of the project; this takes a unique individual with advanced organizational, communication skills and an understanding of how to keep the team and project on track. The Tester and Developer need to be self-reliable and accountable as these two positions form the actual software development through test cases and writing the software; these two positions of the team are also responsible for improving how they work to increase efficiency throughout each sprint while developing a quality functional product. As we can see, accountability for each position on a Scrum team is critical to a project. Without each team member holding themselves and each other accountable, the project would fail.

The Scrum-agile approach that contributed most to the success of the SNHU Travel project is communication—defining the avenues of communication in advance, i.e., Email, Phone, and Standup meetings, allowed the Scrum Team to have effective communication throughout the project. The communication was excellent from the beginning to the end, but it was critical when the project scope was changed halfway through. The communication enabled every member of the Scrum Team to know what needed to be done and allowed them to give them a project update in the standup meeting. Without communication and collaboration between each team member, this project could have failed or missed some critical deadlines, which is why I appreciate the communication strategies from the Scrum-agile approach.

While we studied organizational tools such as Azure and Jira, we incorporated them less than I would have liked during SNHU Travel Project. Instead, we incorporated many Agile methodologies that positively impacted the entire Scrum Team, such as the backlog, user stories, test cases, and, most importantly, the flexibility the Scrum team showed when the vacation destinations changed. I was amazed by the developer's flexibility as it was an easy transition to a complex scenario in a software development workplace. The developer showed precisely what one would expect from a Scrum Team implementing Agile methodologies to problem solve on the fly while efficiently developing a product while holding true to the communication standards defined at the beginning of the project. The scope changes in the middle of the project and the outcome at the end showcase how valuable the Agile method can be when utilized correctly in a Software Development Lifecycle.

Throughout the SNHU Travel Project, I didn’t find many cons concerning the Scrum-agile approach. However, it was weird that a project such as a vacation site did not have a budget; this would have been a perfect time to use some of the estimation methods such as Planning Poker. The Agile approach was perfect for this project, given the scope and changes that took place during this project. The Agile method was able to thrive due to excellent communication, accountability, flexibility, and detailed information such as product backlog, user stories, test cases, and a developer that could solve the problems presented efficiently, which led to project completion within the deadlines. After reviewing this project, there was no better approach for the SNHU Travel Project than Agile in my opinion.