Sprint Review and Retrospective

Each role in a Scrum Team is equally essential to creating a functional project using agile techniques. The Product Owner was the main connection between the team and the client. During the SNHU Travel Project, the Product Owner was the one responsible for communicating the needs of the client to the team and providing clarification wherever needed. The Product Owner also is responsible to managing the product backlog and effectively communicating details with the team. As the Scrum Master, I was the main connection between the team and the Product Owner. By holding scrum events such as daily planning and sprint planning, I ensured that the team understood and followed agile principles and values. I was also responsible for assisting the Product Owner in organizing the product backlog to allow for a more transparent plan for the team. In the SNHU Travel Project, the Product Owner and I worked together to develop user stories to provide to the tester and developers to allow for a better understanding of the requirements. The Product Owner and I also used estimation practices such as planning poker or affinity grouping to plan the project timeline. The tester was responsible for examining and testing the user stories that were created by the Product Owner during product backlog management. During the SNHU Travel Project, our tester took each user story and created test cases to evaluate the code that developers had begun writing for the system. Alongside the tester, our developers used tools provided by the Product Owner and Scrum Master such as product backlog and user stories to develop code for a functional system. The developer was responsible for the actual development of code for the system. If there are any concerns or unclear directions, they were responsible for relaying this to the appropriate team member to clarify.

Using a Scrum-agile approach to create user stories allows for a more efficient and precise process to develop each story. By using a Scrum-agile approach, the Product Owner will develop and revise user stories to make sure that all requirements are included. Then, it is tested by the tester to ensure all the requirements are effectively met in the project code. This then allows for the team to go back and review each user story and make changes as necessary. During the SNHU Travel Project, the Product Owner revised the user stories before giving them to the tester to be approved.

During the SNHU Travel Project there was a point when the client changed their requirements after we had already begun creating the system. Our Product Owner was able to communicate the change with the team and clarify any questions during a meeting. Since the team was using an agile approach, they were able to revise their previous work and update the system to meet the new requirements. First, we update the user stories to meet the new requirements. Then, we began editing the actual code of the system and testing to make sure it met the requirements.

The main methods of communication between the Scrum team were Scrum meetings and email. Scrum meetings provided a more open and transparent communication between the team versus communicating using email. Our Scrum Team did not hold daily planning meetings; therefore, it was very important to be in contact through email whenever necessary. There were a few times throughout the project when a member of the Scrum team had to email another teammate. For example, the tester had to contact the Product Owner to get more clarification on some of the user stories. By reaching out to the Product Owner as soon as a question arose, the tester prevented any delays or misunderstandings that could’ve impacted the functionality of the project. Scrum meetings were held occasionally to present new information and allow for questions to be asked by the team. When the client chose to change their website, the first thing the Product Owner did was hold a meeting with the team to go over the new changes. This allowed the team to ask all questions and gave the Product Owner a chance to be the voice of the client. Effective communication practices like these ensure that the product is effective and completed in a timely fashion.

User stories was one main organizational tool that our Scrum Team utilized to be successful. The Product Owner developed multiple user stories that reflected the client’s requests. These user stories were then shared to the team to provide more clarification and direction in regards to the client’s requests. Another organizational tool that was very beneficial to our team was a Scrum Board. The Scrum Board was kept at the front of each Scrum Meeting to provide insight into the progress of each sprint. The Scrum Boards keep the team on track and make sure that each sprint is completed by the deadline.

I definitely believe that a scrum-agile approach was the most appropriate method to develop the SNHU Travel Project. By using an agile approach the team kept an open and transparent communication system which allowed for a much smoother and precise development process. Unlike using a waterfall method, using agile eliminates the possibility of the project completely failing because there are plenty of chances for revision throughout the process of developing the project. The only con of using agile that I have found is that it is very easy for team members to become distracted by other tasks because of how the processes are broken down.