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7.1 Sprint Review and Retrospective

Throughout the course of the SNHU Travel project, the many roles of the agile team helped move the project along. With the product owner, we can communicate with the clients and determine their specific needs. The product owner can ask questions and relay all this information to the team. Since the product owner had gotten all the information for the project, they could also answer questions the team might have. That was very handy for the tester and kept the project on track. Since we did the user stories, maintaining the ideas straightforward and to the point was easier. We knew what information needed to be in there and where to start. Developers could take the user stories and create the specific design and aspects we were looking for. I knew I could look at the user stories and understand what I needed to put next. Lastly, the scrum master can help communicate between the team members and see where they may need help. Since transitioning can be difficult, the scrum master can make it easier for everyone to have someone to talk to and reference.

The Scrum-agile approach helped the user stories as it allowed the testers, developers, owner, and master to have effective communication. Since the owner was able to come back and explain the project, the testers were able to ask more in-depth questions and understand the needs. Once they understood the project's criteria, it allowed them to create effective user stories with the information provided. For example, they were told that the clients wanted to see a top list of destinations. The testers were able to create the story for the top 5 destinations. They knew the clients would like to see the destinations and understand what it was about.

When the shift occurred for the team, where instead of just the top 5 destinations, it was the top detox and wellness vacations, the product owner could come back and explain the idea. They also helped everyone understand that the previous time was well-spent but reusing some resources. They were also able to help communicate that some things would get moved around the backlog to adjust for the switch. Overall, it allowed the team to understand that while the final product was changed, our work was worthwhile.

To communicate with the team, I had a couple of emails where in one, I was able to ask more questions about the project. Specifically, what kinds of destinations and locations would be preferred? As well as how the client would like to see their top destinations. So once the product owner had gone back to the client, there was the shift that also helped answer some of those questions. That they would prefer detox and wellness compared to just regular vacations, this kind of communication helps open up what we should focus on more and how to get there.

For the organizational tools, many were very good. The Azure was appealing regarding graphics, but the Jira was more in-depth and like a physical board. You could also see how some tasks relate to one another on a timeline. These graphics were helpful for sprints as they could show everything that would get done in that sprint. They also have a spot for how many days are left and what needs to be fulfilled. It indeed shows the progress that the team is making toward the completion of a sprint.

There are pros and cons to the agile method. In that, there was lots of communication about the project. Also, since the whole team had to have the information relayed to them, except the product owner, other questions may have been thought of and still need to be answered. While we can ask those questions, if the product owner didn't ask or get that information, they will have to return and ask again. The approach worked well with the project. It allowed everyone to have a part and do their portion so no one was overwhelmed with all the work. Since the client had some changes made halfway through, the agile approach helped since they could pivot and make appropriate changes.