Jennifer Rebella

06/21/2024

CS-250

Prof. Martinez

Sprint Review and Retrospective

There are various roles on a Scrum-Agile Team that contribute to the success of a project. One of these roles is the product owner. The product owner is an essential part of an agile team. They are responsible for meeting with the project's stakeholders, managing the product backlog, and acting as a mini-CEO. When the product owner meets with the stakeholders, they must ensure the product meets their ideas and restrictions. The role of the product owner makes the development process more straightforward since there is a direct line of communication with stakeholders. This helps ensure the product goals are met. In the SNHU Travel project, the product owners helped the project go smoothly by clearly communicating the stakeholder's needs and expectations. Another role is the developer. The developer's role is essential for creating a usable increment for each Sprint. In the scrum team, developers are accountable for the Sprint backlog, instilling quality, being able to adapt their plans, and holding each other accountable. Developers mean more than just software developers; they can specialize in any part of the product design, build, test, or shipping. The developer must be very flexible and able to work with change. In the SNHU Travel project, the developer worked on the top ten slide shows and the top detox and wellness vacation slides. The role of the tester is also essential. The tester's role in an agile team is to test the product, ensure it runs as expected, and meet all the criteria the Product Owner has laid out in users' stories. The tester is responsible for testing and creating the test cases to ensure all requirements are met. The tester works with all parts of the agile team but must work closely with the Product Owners. Testers are essential to have so the product is checked for quality. In the SNHU Travel project, the tester created and worked on test cases. The last role is the scrum master. The scrum master is not so much a boss as a teacher. Scrum masters are in charge of establishing scrum. They lead the daily scrum, coach the team, and enable communication. They help the team understand scrum practices and how to apply them properly. ​In the SNHU Travel project, the scrum master helped run daily scrum meetings and led the team.

User stories can help the Scrum team by explaining the project goals. They can also help with the program's layout and the features we implement. This straightforward plan of what we must complete helps ensure that the product meets all requirements. The Scrum approach works well since it involves the product owner communicating with the stakeholders, allowing the team to clear any questions about the user’s stories. This also benefits the stakeholders as they can change and adjust the users' stories to fit their needs better while the project is ongoing.

Example of a user story:

A screenshot of a computer

Description automatically generated

The Scrum-Agile approach was efficient for handling interruptions. One interruption was changing from the top ten vacation slideshow to the detox and wellness retreats vacation slideshow. Since Agile is meant to be flexible, changing course during the project was much more manageable, unlike the waterfall model. Having daily scrum meetings helps go over the new requirements and lets the team voice questions and comments about the changes. Since the stakeholders are also involved, the team can get the correct answers to meet the requirements provided. Agile methodologies help us be more flexible in our development approach since they are designed to respond and adapt to change. The second agile principle is embracing change, which promotes reflection on how to become more efficient. These two principles are essential since having a team that knows how to adapt to change and overcome challenges effectively will help continuously deliver high-quality products to their clients.

To communicate effectively with my team, I would meet in person, but if that is not possible, I would send an e-mail and request that we follow up in person. Face-to-face communication is essential in agile, ensuring the team feels heard. We would also use the daily scrum to communicate. Communicating during the scrum might be limited, but it is an excellent time to let others know you want to connect with them.

Here is an example email I had written to our product owner:

To: Product Owner Christy

From: Jennifer Rebella

Subject: Clarification on User Story Details

Dear Product Owner Christy,

I have reviewed the user stories you sent me for developing test cases to determine if the implemented features pass or fail our criteria. I would like to ask a few clarifying questions to ensure that I am clearly defining the metrics in my test cases.

User Story #1: Top 10 list

1. The acceptance criteria in this user story is to have a name, picture, and description for each location, How should they be displayed? i.e. the picture and description on there own pages or on the same one?
2. How should we format the list? Going from 1 to 10 or from 10 to 1?

Thank you,

Jennifer Rebella

Many great organizational tools and scrum-agile principles helped our team be successful. One tool we used was the Kanban board. A Kanban board visually shows the work being done in many different stages. This helped the team stay on track and know how far they were from completing the sprint. One scrum-agile principle that helped the team stay organized was self-organization. Since the team was self-organizing, we did not have to hold others accountable for meeting the goals.

A Scrum-Agile approach was the best approach for the SNHU Travel development project. A pro of using this approach is that it is flexible. Since requirements are not fixed, a less rigid approach​will be better. Another pro was that progress is more straightforward to measure. Since agile projects have a tangible product at the end of each sprint, their progress is easier to gauge.​ Lastly, any errors and bugs are caught faster. Since agile has a working product at the end of the sprint, any errors that occur when implanting new requirements are found and fixed fast versus the waterfall approach for testing and debugging till the end of development. This approach worked for this project, but the scrum-agile approach has cons. One of them is that it does not work well for large projects. Since it is such a flexible and change-oriented approach, it may make big projects daunting. Another con of this approach is that it can be very time-consuming. Again, because the approach is flexible and allows the client to change the requirements, this can lead to much time spent redeveloping the product. The scrum-agile approach would not have worked well if the larger project had had more rigid requirements.

Sources:

Characteristics of a Great Scrum Team | Scrum.org. (n.d.). Www.scrum.org. Retrieved June 2024, from https://www.scrum.org/resources/characteristics-great-scrum-team

Schwaber, K., & Sutherland, J. (2020, November). Scrum Guide. Scrumguides.org. https://scrumguides.org/scrum-guide.html