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Sprint Review and Retrospective

CS-250

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In this course we assumed the role of every member of a scrum team, effectively simulating their duties and responsibilities within an agile environment. The team consisting of the product owner, the scrum master, the developers, and the testers, together implemented a complete software development lifecycle on the SNHU travel project using the agile methodology. In this sprint review we will analyze all the different roles involved in this process.

**The product owner:** The product owner is one of the most important members of the team, even though all members are important, The role of the product owner can eventually break or make the product. In the SNHU travel project the product owner contributed by communicating with the users and stakeholders to gather all the information and requirements needed to successfully create the adequate user stories for our project. The product owner also had a meeting with the stakeholders later on during the project and later on, communicated the team know about the changes in the project that needed to be implemented.

**The scrum master:** The scrum master contributed by planning and executing the various scrum events such as the daily scrums, backlog refinements, the sprint review and sprint retrospective. All these events ensure the team is working on the same page, actively interacting, and collaborating with each other, for that reason the scrum master role is very important for the project. The scrum master facilitated a daily scrum in our SNHU travel project, it was immensely beneficial for the team to share their progress and what they will be working on that day with the rest of the team.

**The developers:** Next up we got the developers. In our SNHU project the developer’s team was in charge to develop the code for our project using the industry’s best practices while fulfilling the requirements given by the product owner. The developer team contributed by developing our code for our SNHU travel website, adding our initial top 5 destinations to the website, and later on implementing various changes to meet the new requirements of wellness and detox vacation types given by the product owner.

**The testers:** Last but not least, the testers. The testers contributed to our SNHU travel project by creating clear and thorough test cases to look for bugs in our project. They worked closely with the product owner asking questions and clarifications regarding the project requirements and the user needs which led them to create better test cases for our project.

Thanks to the scrum-agile approach in this project we were able to adapt to the new changes the SNHU travel management gave to the product owner in module 5. After a meeting with the stakeholders, the project took a new direction towards detox-wellness and vacation types. Had we taken another approach like the waterfall method, would have delayed the development but due to the agile nature and ability to adapt to changes we were able to implement the new changes and stay within the release deadline.

During the course of the project, I communicated effectively with various team member, an example of this communication is the following email sent when I took over as the role of tester:

To: John

Subject: Clarification on user stories

Hello John,

I checked out the users’ stories you submitted, I am working on the test cases for the features right now, but I need a few more details so I can create more strategic and specific measurements when defining my test cases. I just got a few questions that I was hoping you could kindly answer.

**User Story Number One**

* Should the list be a countdown from 5 to 1 or should we start from 5?
* Are we allowing the user to input their past travels or we only using collected data?

**User Story Number Two**

* Are we allowing the user to input their vacation type or is there going to be a list of vacation types to choose from?
* Is the user going to be allowed to choose multiple vacation types or just one at a time?

**User Story Number Three**

* For this story we are setting up a price range, is there a limit on the price we can set? What is the max price the user can select?
* Are we allowing the user to enter a price range or giving them prices ranges to choose from?
* What is the minimum price the user can select?

Best regards,

Joan Estepan

In this email I kindly ask to the product owner to provide more clarification on the user’s requirements so I can create the most accurate test cases possible. It is effective because the questions are clear, specific, and prompt a proper response from the receiver whom in this case is the product owner.

One of the organizational tools that helped the team to be successful in the SNHU travel project are Microsoft azure boards. Microsoft azure boards provided the team with the interactive and customizable tools we needed to manage our project. It provided and easy way to track progress, issues, and bugs in our software and communicate within the team. It allows the team to interact with the user stories, relieving the product owner of some of the responsibility of having to constantly update the user stories board.

The scrum-agile approach had its pros and cons during this project. Some of the pros were the agile’s ability to adapt to changes, the cross-functional teamwork and its ability to deliver a constant working software through every sprint. Some of the cons are that it is not as structured an organized as waterfall, it’s not very good at estimating operational costs since its so prone to changes, also documentation is not as detailed as the waterfall method documentation since it happens on the go.

For this SNHU travel project I believe the agile method was the right approach because it offered the flexibility to adapt to whatever new changes came its way due its incremental way of development. Peoples travel tendencies tend to change quite often meaning a waterfall approach would not have been ideal due to its linear/non-flexible approach.

References

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