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*CS250*

*Final Project*

***CS250 Sprint Review and Retrospective***

Throughout a 7-week timeline, Chadatech has applied agile practices to creating a travel website to address the needs of their client, the SNHU Travel Agency. Through a series of addressing requirements, customer, and developer adaptations, and introducing agile practices into the work environment, Chadatech has successfully completed a project that allows users to view top vacation resorts based on a series of factors such as input price, types of vacations, top deals, previous interests/travels, and so forth. As the project ends, Chadatech has prepared a final Sprint Review and Retrospective of the development with the team. This document will then serve as a resource to consider applying Scrum-Agile approaches in the future for Chadatech project management.

Starting from the very beginning, the Product Owner, and Scrum Master of Chadatech were able to hold a face-to-face meeting with SNHU Travel representatives and customers. It was during this meeting that the Product Owner was able to begin creating epics and then defining user stories using Agile Practices such as defining the end user of a feature, specifying their needs for the feature, describing the benefit of said feature and finally, creating acceptance criteria for the feature. Our Product Owner then followed this up by placing the stories into a Product Backlog in a prioritized manner for the development team. During the Scrum process, the Product Owner reviewed and accepted user stories when completed by the development team. The Product Owner also made sure to include the client in with the progress of the project and welcomed adaptation to different stories as requirements became updated and stories began changing. This was evident particularly when our client became interested in displaying wellness/detox vacations and our Product Backlog was groomed to fit the customer’s needs and enhance their value of the product.

The Scrum Master attended the initial meeting with the SNHU Travel Client along with the Product Owner and helped in creating the Product Backlog but applied different Agile practices for the project to be successful. The Scrum Master started by creating an Agile Team Charter for the development team to be successful. The charter included a business vision, mission statement, a list of the project team members and their roles, the success criteria for the project, project risks, the rules of behavior amongst the development team and the communication guidelines. The Scrum Master also began facilitating crucial meetings during the Scrum Process such as the Daily Scrum Meeting. It was during these meetings and during our sprints that the Scrum Master prevented impediments, providing guidance when needed, and created a smell of the room by leading by example.

The developers received the user stories and team template from the Product Owner and Scrum Master and began working towards their tasks in the Scrum process. The team began creating a Sprint Backlog that encompasses all stories they will be able to complete in a sprint. To create the Sprint Backlog, developers had to create tasks involving the user stories and decide an estimated time to complete these tasks so they can reasonably fit as much as possible into a 2–3-week sprint. During the sprint, developers used Agile coding that made code readable and adaptable such as universal methods/functions that could be applied to different features as stories are updated in the upcoming sprints. They also attended meetings to discuss amongst themselves what was accomplished, what needed accomplished, and any obstacles present during their development. The team introduced a Kanban Board to track tasks in the current sprint and made sure to submit change requests as needed. Finally, the team were the driving participants in the Product Backlog Grooming as well as the Sprint Review and Retrospective.

Testers played the part in providing initial test cases that included a descriptive but understandable name for each case, detailed steps taken by the user to complete an action identified in the user story and indicated clear pass/fail measures for each of the detailed steps. Testers welcomed communication amongst the Scrum Team and were quick to revise test cases when needed. This was evident when the Product Owner requested a slideshow of the Top Five Destinations story. In this situation, testers were successful in adjusting the steps in the initial test cases and indicating pass measures for each.

Due to applying the principles of Agile Development and sticking to them, the team was able to bring user stories to completion. This was possible by using a Scrum approach to different aspects of the project. Using Scrum, our team implemented “just in time” decision making and “just enough” deliverables of the project. Daily Meetings and other important meetings took place such as Product Backlog Grooming, which were crucial to revising, removing, and adding user stories while also keeping track of them. These meetings were kept to face-to-face communication, which was the most efficient and effective method to gain understanding and answer uncertainties. These meetings and practices became much more important when the client and customers began requesting changes to the Top Five Destinations project as the team was able to adapt to these changes and discuss the new stories and prioritize new and existing ones. The first set of changes was adding in varying features such as adjusting a price limit when looking at destinations and customizing the list based on your interests. It later changed again when the client requested wellness vacations be a priority with the Top Destinations due to their popularity at the time. In a Waterfall Model, the project may have not turned out as successful when changes were added. This is because everything would have been preplanned prior to the project’s start date, a budget would have already been set to where these changes would have likely been added at the end of the project’s cycle if resources allowed for it and meetings would not have been as occasional or driven as Scrum, which may have led to communication errors. However, using Scrum, we were able to adapt these changes into the project and did so successfully. When asked to change the project towards a wellness outlook, our testers revised their test cases and gear steps more towards a slideshow presentation of the Top Five Destinations List as indicated by our Product Owner. Our developers also took what they had completed so far and applied it to the slideshow to portray 5 wellness vacations while also keeping features valued by the customers of SNHU beforehand. They made these changes and made the software functional so the client and Product Owner could review the changes.

To conclude, I believe that while the Waterfall Model and Agile Development present their own set of proficient and weaknesses, Agile Development, particularly Scrum, was the ideal method to use when creating the project for SNHU Travel. As stated, the superiority to adapt in Agile development was key when making changes to the project, especially when SNHU Travel requested a restructure of the Destinations List. The downsides of Agile was we did not have a clear vision of the final product/budget from the beginning, and we took time during the project’s cycle to create incremental deliverables. I believe these cons did not thwart the quality of the product and welcomed change as the project progressed and bugs/uncertainties were recognized. Due to the many advantages of Agile as well as the speculative disadvantages that later worked to our advantage, I believe Agile Development was a fine addition to this project and will continue to be so as we tackle projects in Chadatech’s future.