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CS250

Sprint Review and Retrospective

SNHU travel seeks to expand its client base with new tools for their customer. Our team has been assigned to develop an application for SNHU Travel. Our team took a Scrum-agile approach to develop the application. Our Scrum agile team has various roles that contributed to the success of the SNHU travel Project. Our team members include a Product Owner, a Scrum Master, a Developer, and a Tester.

* The Product Owner, Christy, is responsible for maximizing the product's value and the development team's work. She brings the customer's perspective on the product to our team. She is in charge of ordering and managing the product Backlog, involving stakeholders and end-user in the product backlog refinement and management.
* The Scrum Master, Ron, is responsible for ensuring Scrum is understood and enacted. Ron focuses on what the member needs. He will help to remove any challenges slowing the development team's progress and facilitating scrum events.
* The Developer, Nicole, is responsible for designing and developing code. She participates in peer reviews and collaborates with the team to produce just enough design so that our team has room to iterate.
* The Tester, Ron, is responsible for defining acceptance criteria, executing tests, and analyzing results. Ron collaborates with the team to resolve issues and defects and clarifies any ambiguity in code or user story if found.

The Agile Methodologies construct simple general principles and values that apply to our project. In Agile, we implemented a less well-defined plan, and it recognized that the project requirements are expected to evolve as the project progresses. In the SNHU Travel scenario, the Product Owner, Christy, held a focus group with several of the best customers of SNHU Travel. These customers also bought niche vacation packages from competitors, the best candidates to get insight into booking tools and offerings. We used their insight to create our user stories during this engagement with users and stakeholders. User Stories provides a standardized and concise way to explain the requirements in simple terms. The stories are valuable and clearly defined so that the Product Owner can evaluate the level of effort required. The requirements are broken down into small tasks with priority and size to build incrementally.

At one point in the project, the client wanted to change direction from trendy, niche vacation packages to detox/wellness travel. Since our team uses the agile approach, our plan isn't fixed and well-defined. Our tasks are broken into small chunks of deliverables in each sprint. Hence, it provides more flexibility for the team to accommodate the change and the additional requirements. During this interruption, the developer requested a few things from the product owner. She needed new requirement details, resizing the new requirement effort, and reprioritizing the product backlog. We collaborated as a team, reprioritized the backlog item, and redefined what needed to be done during backlog grooming and sprint planning meeting.

Our team's communication practices for this project were email and face-to-face meetings. I emailed the Product owner when I was developing test cases for more detailed clarification. She replied with a sample view of the product. Also, we had several face-to-face meetings to discuss our plans and voice our perspectives on this project. Face-to-face communication, team text app, and cyber information radiator would be the most effective in creating openness and transparency in a Scrum team. These communications practice provides awareness of the work of all other team members; the Product Owner and Stakeholders can track the progress. It shows how the works contribute to the goals, promoting a strong and unified teamwork approach.

During the scrum event, we used organization, estimate, and management tools to help our team succeed. For organizational purposes, we used user stories to help us prioritize, and measure the effort of our requirements. We combined the user stories in the Product backlog with a burn-up chart to develop a rough estimate of our performance. Lastly, in agile, everyone in the team is responsible for planning and managing the effort of the work. Therefore, agile project management tools are essential to the team. it can help coordinate and increase efficiency within the team by fully engaging all team members in the process and updating progress in real-time.

There are 12 principles of the agile business manifesto. We have successfully used the 10th principle for this project - Minimize wasted effort, duplication, and resources

* Lean Cloud
* Agile Architecture
* Two Pizza Team Model

LeanCloud is a serverless cloud that is the most modern development tools platform that services the developers. It is a service provider offering a complete cloud service set with optional plans and affordable pricing. Service includes data and file storage, real-time messaging, push notification, data analytics, and LeanEngine (server-side containers). LeanCloud was the best fit for SNHU Travel to store customer and travel data and develop the new book tool. Also, apply the Agile base approach with the two-pizza-team rule to work on this project to maximize efficiency, minimize cost, and lower the risk of large product failure.

There are many benefits of using the Agile model. The main advantage is agile methods is flexibility. In Agile, a less defined plan would be in place, but the processes are adaptive. In Agile projects, all jobs are executed in sprints, which promotes breaking down big tasks into small increments. Therefore, changes in requirements can be easily accommodated without impacting the entire project's progress. On the other hand, the waterfall methodology is absolutely rigid. It leaves no room for unexpected changes. The waterfall development model is a plan-driven, well-organized model that obeys a strictly linear and sequential structure. It cannot move forward until the previous phase is completed. Once a development phase is completed, it must proceed to the next and can not turn back. Also, it requires detailed documentation and a plan for the entire project before starting, which obsessively emphasizes predictability and control. Not many projects can start with a firm plan. Hence, it is difficult to adjust or modify in the future. For these reasons, I would consider choosing an agile approach to be more adaptive for the clients.

References

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