Sprint Review and Retrospective

SNHU CS 250

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Our team at SNHU has been focused on creating a new project for the SNHU travel company. By using Agile practices and methodology our scrum team was easily able to work together to create the product as well as easily adjust to any sudden changes that were needed. The scrum team working together is what allowed the product to be created in a smooth and timely manner.

Each scrum team is made up of various distinct roles, each role having their own responsibilities in ensuring the smooth creation of the product. The first role that helps in the smooth development of the project is the product owner. The Product Owner plays a vital role in creation process. They are responsible for communicating with the client as well as the team. By making sure there is an open line of communication between the client and the team they are able to make sure the product being created meets the needs of the user. For example, throughout the course of the SNHU travel the Product Owner ensured the success of the project by having this open communication. The Product Owner set up the initial contact with the client of SNHU travel, and they also made sure they got all the necessary requirements the team would need to create this product. This communication also helped the team to adjust their work when changes to the product were needed.

The next role that is vital in the scrum team is the Scrum Master. They are in charge of managing the team as a whole. They played a major role in the SNHU travel project as they met with the client and the Product Owner. By meeting with both the client and Product Owner the Scrum Master was able to get clear communication on what the client wanted the product to be. They were also able to take this communication and relay it to the team and explain what needed to be done in order to meet the requirements of this product. They are important in making sure the team stays on task and gets the work at hand done. The Scrum Master also played in important role in updating the team on the changes that needed to be made to the product during the development process.

The final part of the scrum team that is also extremely important to the project is made up of the testers and the developers. This part of the team is a major part of the scrum team as these are the people who develop and test the actual product that will be used. The developers created a working code that displays a running website. They made sure that each requirement had a user story. The testers created test cases to test the product that was developed. They kept track of test results from testing each user story. These two parts of the scrum team worked together to ensure that the product was well developed and without flaws.

In order to ensure the user stories were completed during the SDLC we used a scrum-agile approach. One thing that helped the completion of the user stories was the regular meetings that the team had. The team used daily stand-ups to clarify anything that was unclear as well as discuss what needed to be done and what had been completed. These daily stand-ups allowed the team to share thoughts and ideas on the product as well as make sure the entire team was on the same page. A major contribution to the completion of the user stories would be the gathering of requirements by the Scrum Master and Product Owner. By meeting with the client, the Scrum Master and Product owner were able to gather the information the team needed to complete the project. This also allowed them to relay the information to the team which helped to ensure the user stories got completed.

A scrum-agile approach was also vital in the completion of the project as we came across an interruption where changes were being made to the design of the product. Due to the adaptability of the scrum-agile style the team was prepared for any sudden changes to be made and were able to make those changes to the product. As soon as the Product Owner and Scrum master were aware of the change in requirements a stand-up meeting was put into place to discuss the changes. This allowed the team to hear what parts of the product they would need to change as well as discuss any issues they may come across during their work. This meeting also ensured that the entire team was on the same page as well as prepared to tackle the sudden change in requirements.

The agile approach allows for constant open communication between team members. Throughout the development of this project our team used a series of open communication to work together and collaborate. One such example was an email the developer sent out to get information from the Product Owner and Tester. This email shows the developer asking for clarification on things they were unsure of. This allowed an open line of communication to be formed between the developers and the product owner/testers.

*Dear Product Owner and Tester,*

*I am incredibly excited to be working on this project with you all. I look forward to creating a product that we can all be proud of. However, before we get too far there are some things that I will need clarification on before moving forward. I would appreciate if you all could provide me with the information I need on the following items:*

* *Full description of the requirements needed for this product.*
* *Any deadlines/ important dates that must be met.*
* *How the client wants the product to run.*
* *Any feedback or issues faced while testing the product.*

*Please get back with me on additional information for these points and also provide any information you feel will be necessary to better the creation of this product.*

*Thank you,*

*Developer*

Another example of communication within the team is an email that was sent by a tester to the Product Owner. This email was sent by the tester to open up the communication line between them and the product owner so that they can receive clarification on parts of the user stories. By opening up this line of communication it allowed the team to collaborate on the matter to create a better product for the client.

*Dear Product Owner,*

*I have looked at the user stories that I am developing test cases for. As I go through and see if the product passes or fails these tests, I realize that I need clarification on some parts of this product so I can better my tests. Would you please provide clarifying information for the following questions:*

* *How is the product supposed to run?*
* *Are the different elements that are being added supposed to interact with each other in a certain way?*
* *If so, how are they supposed to interact?*
* *Do you want certain elements to connect with each other and some to remain separate?*

*Please provide clarification for these questions at your earliest convenience.*

*Thank you,*

*Tester*

These examples help to provide samples of communication that was used by our team throughout the development of this project. Open communication is vital to a scrum team to ensure that the product is created to the client’s liking. This communication also allows each member of the team to feel like their ideas are important to the project.

One great tool that was helpful for this project was the user stories. The user stories were utilized a couple of times throughout the development of this product. These allowed the team members to look at the product from the perspective of the user. It also helped them to better understand how the final product should run and work. One agile principle that was used for this project was change is constant and the pace never slows. This principle was especially helpful when changes were being made to the requirements of the product. It allowed the team to adapt to the changes and implement them into the design without slowing the development of the product down.

The Scrum-agile approach was very effective in the SNHU Travel Project. The adaptability, organization, and open communication allowed the team to be prepared for any trials they faced during the development process. This project was extremely successful complex so following these agile principles helped the team to create a product that fit the needs of the client. The approach does have some disadvantages, since the product is created in different portions at different times it can create a product that doesn’t initially combine in a cohesive manner. This requires a considerable amount of work to put all of the pieces together in a way that flows. Overall, I think that the Scrum-agile approach was the best approach for this project. Since this project was so large and complex the adaptability and flexibility of this approach allows the team to create the product as well as make changes to it regardless of where they are in development. It also allowed everyone on the team to have the chance to share their ideas as well as collaborate on the creation of this project.