Sprint Review and Retrospective

Each role managed to fulfill their set of responsibilities in place during the software development life cycle for the SNHU travel project. Beginning with the product owner meeting with the client to discuss expectations regarding the desired product. The product owner was responsible for maximizing the value of the product and work conducted from the team by incorporating methods of managing the product’s backlog that would list high priority tasks to be delivered first. Continuous meetings took place between the client and product owner which provided an effective feedback loop contributing towards progress, where any updates were implemented as necessary during development. For instance, SNHU travel management wanted to shift their focus to suggesting detox/wellness travel locations near the project’s deadline. Afterwards, the product owner met with the rest of the team to discuss these changes, reorganizing the product’s backlog as a response to the sudden shift. On the other hand, the scrum master ensured the assembly of the agile team charter, scheduled scrum events, and regularly refined the product’s backlog. They served primarily as a guide to the rest of their development members to facilitate a cross-functional team capable of adapting to changes and adopting an agile approach. Any impediments were taken care of by the scrum master to keep the team focused on creating high-value deliverables at the end of every sprint. Product testers involved the entire team taking equal responsibility for the quality of the SNHU travel’s booking system. Testers put together test cases that would follow the acceptance criteria based on the user stories. Each test case listed steps to make a feature function and its end results would determine a pass/fail scenario. Finally, developers worked towards delivering every incrementation of a project that would be considered as “done” at the end of every sprint. Every iteration was provided by the product’s backlog. Also serving as testers to evaluate the software’s functionality and implementing changes or required fixes within the project.

By working together with customers, the product owner was able to obtain a differing perspective through insight by end-users who have purchased niche packages through SNHU travel competitors. Each customer had an opportunity to state their own thoughts and opinions on updating the booking software’s tools or current offerings. Listing the most important features they wanted to see implemented. Based on these suggestions, user stories were defined into three parts: a role, the role’s task, and a “so that” clause stating why the feature was necessary. User stories were a great tool that assisted the scrum team to break down the project’s requirements in a way where developers and users could understand each objective.

SNHU travel management met with the product owner about changes that would keep up with the latest trend and compete with other travel companies. As a result, the product owner called the scrum team to a meeting that would introduce a new focus towards detox/wellness travel. Test cases were revised to meet the new requirements, other stories were deprioritized on the product’s backlog to primarily focus on the changes, all while staying on schedule without pushing deadlines or having to scrap development. There was also an instance for developers where further clarification was needed from the product owner for test cases based on user stories that were previously developed. A slideshow wireframe was received in response to an email sent to the product owner regarding these concerns, ultimately leading to more changes in both the test cases as well as the software’s code. Following an agile approach within the development cycle enabled changing requirements even late in development to stay competitive in the market and satisfy the customers’ expectations.

Every scrum meeting gave an opportunity for members to collaborate amongst other members with differing roles. Information continuously changed with new ideas introduced by customers and management. Communication outside of meetings took place through emails that were sent directly to the scrum members in question. Allowing meetings to focus on the subject matter, allowing further discussions outside of the scope of the project to alleviate any comprehensive issues in development.

Following a scrum-agile approach helped introduce an iterative method of development through sprints that created fixed lengths of events to accomplish all the work necessary to accomplish a goal. It begins with sprint planning that took place between the product owner outlining the project’s goal in terms of the client’s requests, and the scrum master putting together a roster of members to accomplish these goals. Daily stand-up meetings took place as a 15-minute event for the scrum team to discuss progress, drawbacks, and updates to the project’s backlog. Which also served as an effective information radiator to allow as much openness and transparency for progress between members. Several agile principles such as, prioritizing the customer through early and continuous delivery of valuable software, and allowing tasks to be accomplished quickly according to the user stories. Furthermore, an agile methodology welcomed the changing requirements by SNHU’s travel management mid-development for the competitive advantage. However, this was also only possible by developers working closely with both the client and the customers throughout the project. Any changes were overcome by quickly adapting to shifting circumstances without jeopardizing workflow through efficient plan adjustments and organization strategies.

Advantages presented by using a scrum-agile approach for the SNHU travel project enabled the ability to promote a sustainable working pace that made delivering working software frequently possible. Regular meetings between the scrum team or customer(s) served as an effective feedback loop to reflect on progress or new updates. However, due to less project documentation, requirements weren’t entirely understood which led to further questioning of the product owner to elaborate on the intended functionality for certain software elements. It also made the time and resources required to complete each task slightly more difficult to estimate. Especially if any new modifications are introduced which happened to occur during development, resulting in test case revisions, product backlog task reprioritization, and adaptability to these changes. However, because a scrum-agile approach was practiced, sudden shifts during development were made possible. As well as being able to simply kick start the project as soon as possible without emphasizing on overly detailed documentation on an already small development timeline.