SNHU Travel: Sprint Review and Retrospective

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During the sprint for the company SNHU Travel we were tasked with creating a retro app to expand the company's customer base in time for travel season. We got together with the product owner and the rest of the team to determine the user stories that we were going to use along with the tasks that we were going to implement during the Sprint. The users wanted an app that would tailor destinations and hot vacation spots to their profiles, they also wanted to be able to choose destinations based on pricing and wanted an option to choose destination based on travel type. With this information, the product owner put together user stories and test cases to guide the team in the correct direction for what the client needed.

After the user stories and test cases were put together and agreed upon with the rest of the team, the team went to work on creating the product. The developers within our team created a program that results in a slide show with the destinations that are recommended for our end users displayed. After the original slide show was created, the product owner and client discussed making the theme of the slide show detox and wellness oriented. As this was a new trend. This information was relayed to the team immediately, and the team got to work on changing the slide show to be detox and wellness oriented.

Because the scrum agile approach was used in our team scenario, we were able to make changes to the program in a swift manner and communicate openly about what the end user and client needed as a product. Throughout this Sprint, we have had our scrum events that have promoted success within this team. Those events include daily scrum meetings, Sprint planning, the Sprint review, and the Sprint retrospective. In a waterfall approach, the communication and process within creating this product for the client would have been stagnant. The waterfall method that has been used in the past does not promote agility and flexibility within the process of developing products for clients. For example, when the product needed to change direction, the product owner was able to directly come to us within the team and let us know that there were changes being made and that we were going to need to alter the view of the slideshow. Previously, this would have resulted in a rework of the entire project to ensure that everyone knew what the end goal was. In this example, there were not any breakdowns in communication as everyone was openly communicating about the project so we were able to forego the process of reworking the project and were in turn able to stop in our tracks and move on with the new goal of the client.

Organization within the team was up to par. The product owner used a central spreadsheet with the user stories, test cases, and revision of test cases. The developers used a jar file to send and view the slideshow. This ensured that everyone could see the slideshow if they did not have an IDE on their computers or were not familiar with the IDE in general. The testers communicated with the product owner regarding their opinions of the product and their needs from the product in a timely manner. There was correspondence between the product owner and the testers via email if there were any questions or comments that needed follow up by the team or the product owner herself. Overall, the team handled organization well. All tasks were communicated about and displayed on the Sprint board during our daily scrum events. We were able to catch each other up regarding where we were with tasks and if any outside resource was needed to complete the tasks to ensure a successful product for the client.

The scrum agile approach was a success for this project. Pros of the scrum agile approach include flexibility, transparency, and a quality product. Another key pro of the scrum agile approach that is often overlooked is a lower risk for the client. The scrum agile approach promotes small teams working on sometimes large tasks within a limited amount of time. This minimizes risk because the scrum agile approach often prefers that tasks are handled not individually as people work better together. The scrum agile approach also often utilizes the two-pizza rule that we see at successful companies like Amazon. This rule states that the team should not be any more than the amount of people that it takes to eat two pizzas. With a scrum agile team, there are not any ideas being drowned out, and the product owner and client are able to stay connected with the team since we are such a small team to ensure that we are going in the right direction and ensure that the product is truly the goal of everyone involved. This minimizes the risk involved for the client and stakeholders as with the scrum agile approach, the stakeholders and clients are encouraged to stay connected with the team to ensure the product is up to their standards.

Disadvantages of the scrum agile approach can include frustration due to scrum events and lengthy project end dates, difficulty transitioning to the scrum agile approach, And overall team commitment to the project. A lack of commitment to the project can result in team members not working as diligently as they normally would or lacking motivation to complete certain tasks which can result in mediocre quality products. You may also have a team that is not willing to adapt to scrum agile methodologies so it can become difficult to roll out a successful product with a team that has not fully adopted the process. And lastly, there may be frustration within the team with daily scrum meetings and lengthy end dates. Although the scrum meetings that our daily are important to the team to ensure that everyone is on the same path, this can become frustrating to certain team members especially if there has been multiple sprints for this one project that does not have a definite end date.

With the lingering disadvantages that we could have encountered during this process of transitioning to the scrum agile approach, I feel that we have successfully completed this project using the scrum agile approach for SNHU travel. This was the best approach for the project that we completed for SNHU Travel because the product that the client wanted was not an extremely large project that needed multiple sprints. This project was perfect for the scrum agile approach as we already had a small team that was willing to adapt and just needed to know what the stakeholders wanted, and the users wanted so that we could swiftly deliver a product. The waterfall method works great with projects that are long drawn out projects. However, with projects that should not require a lengthy process, the scrum agile approach is the way to go.