Sprint Review and Retrospective

During this sprint every role was vital as always. As the Scrum Master I would have to prepare daily scrums, as well as act as a servant leader and help educate the team on best practice to ensure that we are following the agile methodology. None of this would have been useful if not for the rest of the team also participating and contributing though. The product owner had to work with the client as well as the users to figure out what we were making and what the user wanted thanks to user stories. Thanks to the product owner we knew we were working making a website for SNHU Travel and we knew just what features the users were demanding and when the plan had changed just a little bit the product owner was there ready to inform us and give helpful suggestions. The tester made sure to use the user stories provided by the product owner and created test cases to ensure that we were on the right track and that everything would function as needed and when the tester needed more information, they made sure to communicate with the product owner and mentioned what exactly they needed and offered suggestions for how the product owner may acquire that information. Then of course the developer, the developer created the website and adjusted many aspects to the clients’ liking and used their knowledge to implement changes that they knew would need. The developer was also ready to make changes as soon as the product owner mentioned that the client wanted something a little different than first thought. Thanks to our agile methods a slight change was not cause for concern and we were able to make the changes necessary.

When it came to creating user stories there were of course many features that user desired for SNHU Travel. The product owner knew that if they relayed everything to us exactly as they were told things would soon become confusing and overwhelming. Instead the product owner created and excel sheet and organized all the user stories and classified them by size and included useful summaries that could be referenced when implementing those features this way we know how long a feature should take and how it should function. This was a great example of being agile and not making things more longwinded than needed.

At first when the realized that the project was slightly changing directions we were a bit worried since we had already begun and we just about had a functional site for SNHU Travel. Though after the product owner let us know that the shift was to detox/wellness we realized the change was not as drastic as previously thought and we still had a good set up that would support that change. Thanks to the developer the changes were made that helped make SNHU Travels focus on detox/wellness a reality without too much change and keeping us on schedule for this sprint.

The team had multiple meetings whenever new information was gained or changes were made making sure that we were all kept in the loop and ready to deliver to the customer. There were also some instances where a meeting was not able to be made, but emails could and would be to ensure vital information was gained. Also through the multiple Excel sheets created information was shared that would otherwise take any other team structure multiple meetings to cover, but could simply be read by the ones who needed it.

Of course when talking about tools and strategies helped keep us informed and prepared the scrum meetings were vital ensuring that we know where each member is and what they need to help them progress. Keeping things brief has also been an important strategy since many of the meetings could have taken longer or the excel sheets could have been full on reports, but instead everyone made sure to share information in a brief and useful way rather than just dumping as much as possible and potentially leaving us overwhelmed and unable to pick though all the information.

When working on this project there were many benefits to using scrum-agile. First of all, the sudden change in direction would have sunk us in any other scenario since other methodologies may have had us spend a significant amount of time at the very beginning planning and then we would have been in full swing of development unable to change direction without scrapping all the work up the that point, but thanks to agile were prepared and quickly able to make a needed change without starting from square one again. Also thanks to scrum-agile we were able to quickly exchange information and keep the entire team informed. Having the in person meetings ensure we were able to fully pay attention to unlike some emails that may go ignored, though emails were also useful when they were used and the team was aware that communication was important for this project. Also working closely with the client made sure we knew of the needed change otherwise we may have finished our project only to have made product the client no longer desired and lacking the features the users needed.