**ChadaTech Sprint Review and Retrospective**

**SNHU Travel Project**

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SNHU

CS-250: Software Development Lifecycle

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**Various Roles of a Scrum-Agile Team**

Throughout this course, I explored the different roles that make up a Scrum-Agile development team. ChadaTech is a software development company, which had recently transitioned from traditional waterfall methodology to Agile. During the transition, my team was assigned a project relating to SNHU Travel Agency, for a project to update their website and tools to gain clientele. During the project, I was able to see viewpoints from each role in a Scrum-Agile team. These roles included: Product Owner, Scrum Master, Developer(s), and Tester(s).

The Product Owner’s responsibilities include directing the team and keeping track of the product backlog, interfacing with the client to receive feedback, and making decisions in regards to the project. When interacting with the client, they pass important notes and any feedback on to the team. As Product Owner, I made sure the entire team understood the wants and goals for the project based on client requests, and then prioritized the tasks. Additionally, I created a document of user stories, organized based on priority to create a product backlog. This backlog was then used by the team to determine smooth workflow.

The Scrum Master’s responsibilities include following Scrum framework and ensuring the team was clear on facilitating Scrum events, understanding product backlog items, and assisting both their team members and the Product Owner, which in turn assists the client. As Scrum Master, I facilitated 15-minute daily Scrum meetings, which let the team outline goals and plans for the day, but also to bring up issues that might be impeding progress so solutions could be proposed. The meetings focused specifically on what was accomplished the previous day, what they will accomplish the current day, and the obstacles that potentially prevents accomplishing those goals. Generally, the goal of Scrum Master is to make Scrum-Agile principles and techniques clear to each member of the team.

The rest of the team is made up of both developers and testers. Developers complete sprints and produce prototypes or early releases, essentially a product that could be released, but is not fully complete to specs. The development team is given freedom in deciding the approach to the backlog and work together, sharing knowledge across varied experience levels. When serving as a developer, I was responsible for delivering working code for testers and the Product Owner, and receive feedback on the code. Testers run the product and look for bugs or errors, keeping track to deliver as feedback to the developers. As a tester, I worked with the team to create test cases which clarified requirements for each item on the product backlog. As a piece of the project was delivered to me, I would test the increment and clarify whether it was able to be marked completed or if it needed additional work.

**SDLC and User Stories**

During this course, using the Scrum-Agile approach, I helped to bring user stories to fruition. User stories help to clarify requirements of a project and typically follow this format: “As <role> I want <intended outcome> so that <how it will aid product>.” These stories help in breaking down a project into smaller pieces, then clarify who the requirement is intended for, the goal for the test, and the importance of the story. I managed to write out user stories with the above format, making it easier to write them in a simplified manner while still focusing on the importance of the user stories. They consisted of a priority level, basic importance of the story, and acceptance criteria listing the requirements.

**Project Completion and Changes in Requirements**

Agile methodology takes on an adaptive and flexible approach to product development. In a Scrum-Agile environment, requirements aren’t fully defined before beginning a project, as it is understood that changes take place during the course of a project. During the SNHU Travel Project, the initial requirements for the “Top Five Destinations List” were clickable links that took the user to the list of destinations, ordered from most popular to least popular. This list would be on a scroll page and contain the links to the travel packages to allow for booking. As the project progressed, the requirements changed in that the list was to be in a Power Point style setup, where the user could press buttons labeled “Next” or “Previous” to move through the list respectively. This was able to happen since Scrum-Agile principles where test cases and user stories were updated, clarification was provided on the changes, priorities were updated, and then the project was updated.

**Effective Communication**

As with any team, communication is a major necessity in Scrum-Agile teams. I feel effective communication was achieved via daily Scrum meetings an email verification. For example, as a tester needing additional information in test cases, I wrote an email to the Product Owner for clarification on the changes requested to be made. Seen below:

*To: Product Owner*

*Subject: Clarification of Your User Story*

*Good afternoon [Product Owner],*

*I am reaching out today to discuss some of the design details needing changes. In your notes, you mentioned wanting filters added for low to high pricing. Can you clarify where you want the option for the filter to appear as well as where you would like it placed? Please let me know your thoughts on that and possibly provide examples so I can better match your vision.*

*If you’d prefer to discuss this via chat/call, please let me know and I can set up a meeting.*

*Thank you,*

*Mary Vaughns*

This approach helped me state what I needed from the Product Owner to be successful in my role and deliver proper feedback on my tests of the product. Additionally, I offered availability to call or chat if it was easier to discuss in that method. Being flexible and accommodating in communications with the team allows information to be conveyed clearly, concisely, and respectfully.

**Organizational Tools and Scrum-Agile Principles**

When focusing on communication, various tools make the process easier for teams. In the age of the ability to work from anywhere, virtual meeting places and project trackers are crucial. One example of this is an online information radiator called JIRA. This allows teams to plan, track, and release software and encourages constant transparency between team members through a “Scrum Board” and other tools, such as timelines and reports. With communication being such a major component of Scrum-Agile teams, information radiators help along the way.

**Scrum-Agile Approach**

I feel the Scrum-Agile approach was the best method for the SNHU Travel Project. That said, it isn’t without cons. One con is the difficulty in estimating the length of a project, since changes are allowed throughout a project. This allows the scope of the project to extend, making it a bit harder to follow deadlines. However, the pros far outweigh the concerns over deadlines. Working closely with a team makes it easier to get information and feedback, allowing for better quality of work and quicker completion. This also allows for changes in requirements, due to flexibility. If communication was more limited, I feel the change would have been far more difficult. Feedback, communication, collaboration, and member roles all play a part in quick and effective completion of projects. I don’t believe a different approach, such as the Waterfall method, would have been a better choice for the project. Given the need to make changes during the course of the project and all the communication required to accommodate those changes, Agile worked far better.