Malik Alnakhaleh

CS-250

Professor Michael Susalla

Module Seven Final Project

August 15, 2022

**Sprint Review and Retrospective: SNHU Travel App**

Our experience with applying Scrum-agile development methodology during our work on the SNHU Travel project appears to have been largely successful for our team. Credit for the success of our adoption of Scrum-agile development can be applied to each member of the team. The Project Owner provided excellent and responsive communication between our stakeholders at SNHU Travel and with the development team, making the adjustment for sudden changes in requirements for the project a lot more flexible for the development process. The QA Tester as well as the Developer that we had on the development team were able to successfully collaborate on providing relatively accurate estimations for the feature work and tests needing to be completed and passed with far fewer delays, with far more tickets being completed for the project’s deliverables throughout the entire initial development process. And finally I, as the Scrum Master, managed to effectively eliminate blockers to the development process while providing appropriate information gatekeeping that would have been a distraction for the development team for things like funding and final project completion dates that are largely irrelevant and a distraction to the development team as they continue to work on providing deliverables.

When it comes to using a Scrum-agile approach throughout the Software Development Life Cycle (SDLC), being able to work on necessary user stories in the form of feature tasks/tickets in an incremental approach was what largely contributed to our team’s success on the project. By using this iterative process in the SDLC, the team could receive feedback from stakeholders and potential users early on in the process. This feedback allowed the team to confirm whether or not completed user stories were meeting the needs of the stakeholders and end-users, heading off any possible criticism that only may have been provided far later in the SDLC while using waterfall as a development methodology. If the stakeholders wanted to make sure a specific feature was added, such as the option for certain themed “health and wellness” trip types that we encountered in this project, adjustments could be made quickly to the backlog and task prioritization for the project development process.

During the process of completing work on the SNHU Travel application, the team did run into a change in direction for what needed to be included by the stakeholders when trip types were needing to be made with a focus on “health and well-being” vacation options. However, in spite of this sudden change, our Scrum-agile team was able to quickly adjust the project plan after assessing the current backlog prioritization while adding in new tasks and estimations for those tasks in an adaptable fashion. That flexibility provided through Scrum-agile did not require the team to take further time on the project by needing to radically shift the initial project plan towards that new focus, creating a smooth transition into setting up and completing the task for that change in the project’s direction.

Communication and collaboration were major keys to the success of our Scrum-agile team. By regularly communicating through standups that required team members to share daily progress with the rest of the team, we were able to understand and address any blockers to completing development. These blockers usually involved pair-programming or the intervention of the Scrum Master, myself, who would quickly assist to alleviate any bureaucracy issues coming in from the business side of the development process. Our team’s use of communication also allowed us to create more accurate estimations for different feature tasks through the use of collaborative estimation techniques like planning poker to have more consistently accurate estimations for deliverables.

Some of the tools we applied for the Scrum-agile process included the use of a project board to track the creation and completion of tasks necessary for the development of the SNHU Travel app. We also made sure to create sprint goals that were largely achievable and boiled down tasks to be feature and system specific throughout each iterative sprint. By using a project board, such as a JIRA board, for bug tracking and project management, the team was able to determine and prioritize the creation and completion of tasks that could reasonably fit into one of our sprints. Additionally, said tasks could easily be understood with how they fit into our overall sprint goals within the development time for this project. For example, we understood the difficulty of completing tickets that allowed users to adjust trip types within the SNHU Travel app, but with the goal of usually completing one new setting per task, we were able to meet our sprint goals to have at least one new setting being added per each sprint after each sprint planning event that involved the inclusion of a new setting as a task.

Overall though, the team and I felt that a Scrum-agile development methodology is preferable to waterfall for most of our teams here at Chada Tech. The ability to remain flexible in the development process while only needing to provide what is absolutely necessary to complete a project saves teams a lot of time/effort and organizations a lot of money. Furthermore, it creates more opportunities for team-building and collaboration within teams to empower the development team to have more control over the process as opposed to being confined to a firm plan that they may or may not have had any hand in creating for business needs. That all being said, there are certainly downsides to the Scrum-agile process. Having hard deadlines at the end of sprints tends to create situations where rough and shoddy code that works, for now, is what gets thrown into production before it has time to be refined into something better. Also, having smaller teams that lack even one of these roles can and will put unnecessary pressure on the remaining team members who then need to pick up the slack of those missing members, harming the team’s ability to have a sense of direction that would be thoroughly outlined when using waterfall. Given those pros and cons, we all do think that the use of the Scrum-agile development process was appropriate for the SNHU Travel app. It gave us a significant amount of flexibility to pivot on changes in the stakeholders' business needs in the quickly shifting demands of the travel industry. So, with that all being said, we consider Scrum-agile to be the way moving forward for most of the teams here at Chada Tech.

**References**

Software Testing Help. (2022, August 7). *Scrum Team Roles And Responsibilities: Scrum Master And Product Owner*. Software Testing Help. Retrieved August 14, 2022, from https://www.softwaretestinghelp.com/scrum-roles-responsibilities/

Sliger, M. (2012, October 23). *Agile estimation techniques*. Project Management Institute. Retrieved August 14, 2022, from <https://www.pmi.org/learning/library/agile-project-> estimation-techniques-6110