SNHU Travel Sprint Review and Retrospective.

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Each role from the scrum agile team played a huge part on the project. The stakeholders from SNHU travel clearly communicated their needs, inputs and goals for the SNHU travel system which in-tern enabled the product owner to come up with clear goals as well as create effective strategies and plans for development.

From the communication from the product owner the scrum master was able to organize and setup daily sprint reviews with the developers, testers and the rest of the team. From the sprint reviews team members were able to give their updates, answer daily scrum meeting questions and address any impediments and road blocks they may have.

User stories were great to define and outline a desired outcome in the simplest way. In the SNHU travel project the product manager came up with five user stories highlighting different features of the system such as: a customized travel destination list, user profiles settings, pricing limit feature, hot deals page and drop-down menu item with vacation types. The user stories were clearly defined with clear criteria for what each function should be able to do. Once all user stories were done and the team decides on which stories to prioritize on, then the next step was the tester to come up with test cases which was very useful for the development team during the development stage.

During the development process the stake holder came up with changes for product priority and they wanted to highlight wellness travel, which was not in the initial plan. Since user stories were already done and test cases and development had already started with a different niche product in mind, the product owner had to communicate a new need in which then the scrum master, tester and developer had a scrum standup. The developer requested the product owner to communicate with the client and get clear information of any additional features or changes that the client may require and also counter check on timelines, in additional to that the developer also asked the product owner to re-arrange the priority of user stories and the backlog. The developer also requested the tester to create clear and accurate test cases.

The developer then used the information communicated by the other team members, to iterate and develop the new slides with the new products that the client required.

Effectively communicating with team members is very crucial this helps properly define goals so that all team members know what they are working towards and how to achieve their desired goals. Daily sprint stand-ups are the best form of communication when it comes to scrum whether virtual or physical.

Daily scrum stand-up helps define goals, time lines and roadmaps. Additionally sprint meeting questions allow all team members to clearly communicate what they have been working on, what they will be working on and what roadblocks they are currently facing. This not only keeps the project on track but it also helps with any adjustments that may come up in-between or any roadblocks that could arise.

One of the major principles of scrum is collaboration. Scrum is a collaborative process and all team members should be able to create roadmaps for projects, have tracking capabilities and be able to plan sprints. It is also very important for scrum teams to have total transparency, a good scrum tool shows you clearly who is working on what and their current progress and this allows the Scrum Master, Product Owner, and team members to adjust the project where necessary.

It is very important for the scrum team to have a tool that supports a variety of workflows, including Scrum and Kanban whether the tool is a virtual tool such as JIRA or a whiteboard within the office.

Some of the best virtual tools a scrum team can use would be like JIRA, VersionOne or Pivotal Tracker. A major benefit of using agile tools would be the ability to fully engage all members of the team in the process, since these tools are designed to allow everyone in the team to plan and manage the project. (Cobb, 2015).

Effectiveness of using scrum on the SNHU travel project would be, it was easy to adjust and adopt even during mid project when the stake holder suggested major changes. Another advantage was by involving the stakeholder we were sure to achieve the best results possible and quality output. The entire process was transparent for the team as well as the stakeholder which allowed us to trace the entire procedure and measure individual productivity and progress.

Some of the cons would be if a team member isn’t able to attend a sprint meeting or show up on sprint meeting this could affect the entire team and hinder progress on the project. In addition to that any major change on the project effects the timeline and delivery date and if this happens without proper communication another effect would be wasting resources, or building a redundant product.

Overall, I believe using the Scrum-agile approach was the best approach for the SNHU travel project as it helped all team members understand the main goal the client was trying to achieve, this ensured that the project produced the best results that met all the clients’ needs, it also made the entire process seamless and easy to work on.

# References

Cobb, C. G. (2015). The project managers guide to mastering agile. In C. G. Cobb, *The project managers guide to mastering agile* (p. 166). New Jersey: John Wiley and Sons.