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### Sprint Review and Retrospective

Each member of our scrum team contributes to the team in a meaningful way. Product managers are in charge of the product that is being delivered to a customer. They are responsible for interfacing with the customer, collecting their requirements and updating them on progress, as well as directing the team in the design vision of the client. For the team, they determine what aspects are a priority for SNHU, and what is on the backlog for the current sprint. They communicate with the team and make them aware of the client's needs and change these priorities based on customer feedback and newer requirements. For the SNHU project specifically, they met multiple times with SNHU Travel management to determine future directions of the project. In this instance in module five, the product owner let the team know to focus on travel packages that involved wellness/detox packages. This lets the tester and developers know what to change and look out for, as well as informing the scrum master of potentially changing deadlines.

The Scrum Master is in charge of the scrum practices for the team. They ensure scrum practices are being followed, and will lead scrum events for the team. In this role they are also a bit of an intermediary between the product owner and the team. They can help translate requirements from the product owner and the team, as well as translate technical jargon into terms that the product owner/client can easily understand. For SNHU Travel, the product owner directs the team with scrum events and changing priorities. As stated previously they are aware

of the client's changing needs and deadlines. In module two, they met with the client and the product owner, they explained the roles of the scrum team to the client so they could better understand the process of development. Within the team, they are in charge of scrum practices and in charge of development with the product owner. With that, it is important for the client to understand the process of the team, so they don't get unnecessarily frustrated with development procedures they don't understand.

The developers on the team are in charge of creating the actual code for the system. They take the translated requirements and are able to process them into actual code. Developers are the ones who turn the ideas into reality in this aspect. Communication is an essential trait for scrum teams, as there are many members who work on the team, and ensuring that what you create is what the client envisions is essential. In the SNHU Travel project developers had to be on top of changing client's needs as well. As with the product owner in module five, the developers had to change the system based on changing requirements from the customer. The product owner discussed the need for increased focus on wellness/detox packages. The developer then is in charge of bringing these changes into reality.

The final team member for the scrum team, the tester, is in charge of ensuring the system the developer creates is working as intended. They use user stories, common sense, and other tools to ensure that the code is ready to be used. Testers are the final blockade to the end product and development, and as such are an integral part of the team and development.

User stories and Agile go hand in hand in development for many reasons. User stories depict what regular users may want and expect from the program. For SNHU Travel, user stories are extremely important in the development of the project, since it is a smaller user focused product. Testers and the product owner work together with user stories to direct software

development, assisting the developers in creating a system that is in line with the client's, as well as user's, views for the end product. Agile and scrum are crucial for this process, as user stories and client priorities can change at the drop of a dime. As priorities are finished and requirements change the developers and testers are needed to change development focus for the product. User stories give a glimpse into how an average end user wants to use or might expect from the product, giving crucial insight into the realistic end product. An example of these is when the product owner let the team know that wellness/detox vacations would be a new priority for them. New user stories would be created, followed and tested to ensure that these new changes were implemented well.

The Scrum-agile approach used by the team helped keep the team on track when the previously mentioned travel focus was introduced by the product owner. The team was able to quickly shift priorities in development and ended up losing no time on development as a result. The flexible aspect that agile provides lets the team move focus from other user stories and focus on the new requirement from the client. They were still able to deliver the product in the same time frame by sacrificing development time for another feature that could also be worked on post delivery.

We were able to communicate well as a team, by emailing and talking through discussion forums to determine what we needed to get done. There was an initial email chain started where everyone chose their roles, and a small discussion on the format of the posts were discussed. With the email discussion finished, we all wrote our discussion posts in the forum. In the discussion posts, we all described what we were looking forward to and what we would expect of each other moving forwards into an agile based development cycle. We also responded to each other's posts with clarifications we had. For example, I asked the product owner to be responsible

for keeping our team updated with any changes to priorities and requirements, so we can minimize wasted development time.

Organization tools are important to the flexible and changing agile approach to this project. We used tools and practices like kanban boards, and discussion boards to keep track of our product backlog and current priorities. This made it clear what we needed to work on for the current sprint, and who was responsible for what. Scrum events also played a big role in development as well. Daily scrum, sprint retrospectives and reviews were utilized by the team to update others on your previous progress. Short frequent meetings let people ask for help and get ready to move on to new tasks, while the reviews and retrospectives wrap up what has been done and allow better planning for future sprints and development.

The Scrum-agile approach changed the way the team approached the SNHU Travel project. We were more flexible and communicative with each other as well as the client. We were able to accommodate for new requirements and refocus the important aspects of the project rather than delay it for post release. In this vein, some of the pros to this approach include aspects like: being quick to readjust the product in the design of the client, allowing for changes to be made. Some of the cons that come with an agile approach are: requiring much more communication and planning to minimize waste, as well as requiring a team that is flexible and willing to change their design process mid project. I believe that the Scrum-agile approach to the SNHU Travel project was a good call. It still could have been completed in a more waterfall based development but the client would miss out on frequent updates and changes they would like. For example the focus on wellness packages would not be included as it was not initially planned for. This could lead to a loss in revenue and client happiness as some may not view packages they would like to purchase.

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