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CS 250 Software Development Lifecycle

Final Project: Sprint Review and Retrospective

Starting form the top of the Scrum Team, the Product Owner was able to meet with the client and Stakeholder for the SNHU Travel company. The information provided at the initial meeting with the Product Owner and the rest of the Scrum Team allowed for the Scrum Master to create a Product Backlog of the stories needed with the information provided. The Product Owner met with some of the client’s customer who had also used competing company’s software. This gave the Scrum Master more details as to what the client’s end product should have through the stories that were created. The Development Team created the software working off the details that were provided in the stories and were worked on based on priority. The Testers were able to see how the functionality of the code and software were working and if there were any issues with the timing of certain information in the software not being presented to the users. The Testers also gave a hand in the change of the “Top 5 Destinations” to the “Detox/Wellness Vacations” modifications that were needed.

The Scrum-agile approach helped each of the user stories come to completion due to Agile strengths when it comes to the use of software coding that the Developers created and completed for the SNHU Travel company. The Developers were able to complete the stories that were provided to them due to the amount of information that was passed on from the client’s customers to the Product Owner. The Product Owner was able to then condense that information into the necessary parts needed for the Developers to be able to create and add onto the code. “Continuous integration is the practice of frequently integrating new or changed software with the code repository and performing overall system integration testing throughout the project rather than deferring that effort until the end of the project” (Cobb). As the Development Team continued to work on the stories, they were tested to make sure that functionality was correct, and when changes were made to the “Detox/Wellness Vacation” the concept of Continuous Integration really took root and allowed for our Developers to show how well they understood what the client was looking for the software to show their customers when the project was fully complete.

When the Project Owner brought news that the Client wanted to change the “Top 5 Destinations” to “Detox/Wellness” due to there being an influx in customers looking into vacations in that category. The Scrum Team had to go back and work on the software that would allow for the Customers and Stakeholders to see a section in the application that had Destinations for “Detox/Wellness.” The Testers on the team had to change a few notes in the stories to make the case work for the Developers to initialize the code to run smoothly and correctly for the information that was given. What is great about the Agile method and process is that we can go back into our already completed work and make changes that are necessary for the overall completion of the project if it is deemed necessary. The Scrum-agile approach allows for real-time decision-making processes based on actual events and information (Cobb). For this situation, the Team had to process the information and come up with a new way to present the data that the Stakeholders wanted changed. Being that Agile is an adaptive method of completing the work that is presented, the Team was able to make the changes need for the presentation of the “Detox/Wellness Vacations”.

To have the most effective communication practice, I believe that using Scrum Daily Meetings, information radiators, and face-to-face communications were all important in making sure that all the necessary information is passed along to all the right Team members on the Scrum Team (Cobb). During the time it took to complete the SNHU Travel product, there were multiple meetings held between Stakeholders, customers and the Product Owner as well as the Product Owner relaying the information that was given to them from the Stakeholders and Customers to the rest of the Scrum Team. For this team to have been able to effective complete their needed tasks as the project progressed, the Communication Practice of Face-to-Face was implemented regularly. Even if members were not able to sit in the office but could use video communication as a means to see the Team conduct their Scrum Daily Meetings, it helped the team build a sense of comradery and trust in each other (Cobb).

While working as the Developer in the process of completing the code needed for the “Top 5 Destinations” slide show presentation, I had to email my Product Owner and the Testers for the code. During this I expressed to them that the if there were any issues or if minor changes were needed to respond to the email, I had sent them. As well as explain to the Product Owner that if there was anything missing from what the Stakeholders wanted to list them in the response email as well. In addition, while taking the role of the Product Tester, I had to email the Product Owner for clarification on some information that was missing. Though the information that was missing was minor, it could make or break a great product in functionality when the finished product roles out to the public.

During the whole process of the project, meetings with the Stakeholders, customers, and Product Owner were conducted. The Stakeholders and customers expressed what was wanted by them and the Product Owner relayed that information to the rest of the Team. As the Scrum Master, I created the Product Backlog with all the necessary information needed for the Stories. Daily Scrum Meetings allowed for me to keep up with the other Team members progress through the whole project, and occasionally having meetings with the Product Owner. In the case of the SNHU Travel Stakeholders changing the “Top 5 Destinations” to “Detox/Wellness Vacations”.

Organizational Tools that were used in the SNHU Travel product design were Excel, and the Microsoft Azure Boards. . “Azure Boards provides software development teams with the interactive and customizable tools they need to manage their software projects” (KathrynEE). The Excel was used for the creation of the Stories that the Tester used to make sure that the product was being created the way that the Stakeholders and the Customers were expecting it to be. For some of the Customers having the Price Range being implemented in the software was a task that was wanted. Along with the different types of vacations, such as cruises being an option added instead of just flight destinations.

With the use of the Microsoft Azure Boards, everyone on the team can see all of the work that has been completed, is currently being worked on, and is tasked to be the next part of the project that needs to be started. The Scrum Master and Product Owner have the ability to oversee the Project from their office or outside the office at any time keeping them in the loop of all the parts that are progressing. Tickets are made for each task/story that is being worked on. This could be a part of the code being developed by the Developer or a case being tested by the Tester (KathrynEE). The Microsoft Azure Boards made everything easier for the company to effective work together on the Project. The Product Backlog was easy to read and understand which stories were completed, being worked on and not started yet as well.

Throughout the process of completing the SNHU Travel project, there many pros to the Scrum-agile approach, and few cons that I noticed. The pros were that the during the project when the Product Manager came back after meeting with the Stakeholders about some changes that needed to be made, it was easy for the developers to go back into the code and make those changes without fully changing the project or starting from the beginning. If the project had to be scrapped for the changes that were made by the Stakeholders, the project finish date would have changed as well. Another pro is that being that this is Agile, the feedback we receive from testers and the customer help us fully grasp what is needed for the Developers to complete so that the product is fully finished and working properly when the Project is done.

Cons for the Scrum-agile approach would be that everyone needs to be open to working together. This would have an adverse effect on the team if one or two people are not properly communicating with other team members. This could affect the end date result or hinder the project in effectiveness for the getting the customers to use it easily without confusion. Another con is that since Agile methods is based on teamwork, if a member of the team was to leave unexpectedly, this could hurt the progress of the sprint that is currently being done. All their work would be put another to finish, and that member of the team would have to understand what the other was working on fully to complete it in a timely manner that works with our schedule.

Citations:

Cobb, C. g. (n.d.). *Home Page: EBSCO*. EBSCO Information Services, Inc. | www.ebsco.com. Retrieved April 7, 2022, from https://www.ebsco.com/

KathrynEE. (n.d.). *What is Azure Boards? tools to manage software development projects. - azure boards*. Tools to manage software development projects. - Azure Boards | Microsoft Docs. Retrieved April 7, 2022, from https://docs.microsoft.com/en-us/azure/devops/boards/get-started/what-is-azure-boards?view=azure-devops&tabs=agile-process