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CS 250

**Module 7 Agile Sprint Review and Retrospective**

As the sprint comes to a close, we’ll examine the successes and failures with our foray into Agile. To being, we’ll look at each role and their contributions to the project this Sprint.

Role Accomplishments:

*Product Owner –* Christy served as our contact point between the client and accurately communicated needs and clarifying questions wherever they needed to be communicated. When client needs changed, Christy was the first one to communicate with them and relate those concerns back to the team. For instance, when the client changed the layout of the app, Christy handled communications with the team and the client to ensure that those new needs were properly addressed.

*Scrum Master –* Ron led efforts to create the team charter and scheduled all Scrum events for the sprint and beyond. When client needs changed, he was on top of ensuring that work could still be delivered in a timeline that worked for the client and the Scrum team.

*Tester –* Brian worked hard to ensure that the developers had solid tests to build around. When the client wanted a shift in focus for the app, Brian was on top of developing new tests in order to keep the developers moving and the project progressing.

*Developer –* Nicole designed all the code needed to get SNHU Travel’s new features up and running. She worked with the tester and product owner in order to deliver shippable code that pleased the clients. When the clients wanted to change the layout of the app, Nicole reached out to the product owner for clarification and developed a workable fix to keep the project on track.

Scrum-agile approach proved vital to the successes we saw this sprint. We found ourselves in a place where the client needed changes to the backlog and workload we had originally planned for. In more traditional methodologies, pivoting would have been difficult, but with scrum and agile we had everything in place we needed to alter course and take care of the changes. We also had a clear idea of communication lines and responsibilities, which allowed clear and unobstructed clarification when needed.

One of the largest changes initiated by the clients was a movement from a list to a slideshow format. Though it threw us for a bit, we were able to communicate clearly with the product owner who worked with the stakeholders to clarify their needs. She was also able to reorganize the backlog to account for these changed parameters. The testers were able to shift and adapt their tests, and the developers were able to make the changes requested, all in a timely manner. Agile made this quick shift possible, and in a larger and/or more rigid team, we would have struggled to adapt as quickly and efficiently as we did.

For instance:

Christy,

There’s been talk in the meetings of a more app-like environment for the program. As I’ve been going through building tests, it occurs that how the user experience looks and functions is important to building proper testing documentation. Therefore, I need to know the following:

1. What will the finished product look like? Are we operating on a webpage, or an app? Will it be a list, or a slideshow? As detailed a representation as you can get me will be invaluable.
2. Will we be implementing a full search feature, or will we have different options that can pull up from a main menu? Should I expect the user to navigate to the “Set Max Price” portion of the app, or will it be one option in a larger search program?
3. How will the user profile be displayed? Can you set multiple preferred vacation types, or just one?

I appreciate any information you can get me to get these tests built in a timely manner.

Nick

The team is small and intimate enough that I felt comfortable reaching out to the product owner herself for clarification. Without layers and layers of communication with individuals I may or may not know, we were able to quickly and efficiently resolve any uncertainty in the project. I was able to direct my questions in clear and concise form to a manager who had a firm understanding of what I would need to get answers. The small agile teams are by and large one of the greatest assets we discovered this past sprint.

Jira was a huge benefit. Without it, we would have struggled having as clear and central a place to examine backlogs and workloads for the week, as well as track progress across the team. We established roadmaps and were able to quickly alter them when changes need to be made. These changes could be broadcast instantly to all team members, and we had little risk of someone missing out on the new information. I’m sure that there are plenty of other great tools we can look into, but Jira for one was a good place to start.

I do not think we would have found such great success on the project so far if not for agile and scrum. Waterfall methodologies are too rigid and bloated, and while they have their place in other forms of development, when it comes to developing a strong, working relationship with the client, I feel that there is no greater approach than agile. I feel the team was potentially a bit new to it, and there are likely items that need to be tweaked, but as the team continues to work on it I think we will find a definite sweet spot between older habits and practices and the new way of work that agile presents to us.