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CS 250

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Sprint Review and Retrospective

In the initial stages of the project, as the scrum master, I worked on a team charter bracket. Essentially, this described the project and who was going to be working on it. We had to set the time frame for completion on this date. The project owner gave us 6 weeks to complete it, so working with the agile methodology was a must. With a June 21st deadline, we identified a short time frame as a key risk for the project. This small-time frame makes it hard not to rush through the project while we are working on it. Since this is my first time working in agile methodology, my team charter was lacking in a few areas. I needed to go more in depth on what the contents of our scrum meeting would invoke. I did not include that we would open by discussing what we had completed the week prior, what we were going to need to complete this week, and that we would identify any constraints on how we were going to achieve those goals.

The product owner was asked to create a product backlog and work on the user stories. To achieve this the product owner conducted a meeting containing several end users so that we could understand what kind of features the end users might want from our site. The product owner took 5 requests from this meeting and added them to the product backlog and assigned them with a size and priority rating. Normally this would be done by the scrum team using one of the estimation methods like affinity grouping or planning poker. However, since we had not done agile methodology before, we decided it best if the product owner decided based on the needs of the end user so that we could work from top to bottom of the end user’s needs. The product owner then took the tasks in the product backlog and created user stories, so the development team understood what was required to be in each of the tasks. This included the acceptance criteria which would be the necessary functions and details to make the product to the needs of the end user.

With the test stories created by the product owner, the tester then created the test cases. The tester did this by converting the acceptance criteria into functionality. The tester determined what the pre-conditions needed to be. This means that the tester had to decide what would be necessary to access the function that was being developed, whether that meant being on the main travel page or being on the top 10 deals page. The tester then decided what inputs would deliver the results that were expected. If you were to click on the top 10 deals link, it should display the top 10 deals as a slide show on your screen. The tester received an email from the product owner that contained clarification on what the user stories should have contained. Using this information, the tester revised the test cases to match and include what was in the product owners’ email.

The product owner revealed this week that the new focus was on detox/wellness destinations. Using this new information, the developer had to update the formatting and update the information about the vacation destinations in the top 5. The developer had to gather 5 photos, one of each destination, and insert them into the proper place in the code so that the photos would be up to date for the destinations. Then the developer had to change the background color to the slide show to give it a more appealing look for the end user. After the developer makes a change to the code, the developer is responsible for leaving a comment next to the change so that and other person can look at the code and understand what the change was for and how the developer did the change. After each change the developer needs to run the code so that they are sure it can still be compiled and if it does not function properly then are able to identify where the mistake was made more easily.

The agile based approach was the only way that this project was going to be completed accurately and on time. Since the tester had to email the product owner to ask for more specific information about the user stories, the tester had to update his test cases so that they would match. If we had been using the water fall approach, it is likely that the test cases would not have been updated because we would have already been in a new stage in the development of the project. We later also shifted the focus to wellness/detox retreats near the end of the completion of the project, this would have made us delayed by multiple weeks in the waterfall methodology.

Many times, throughout the project it was found necessary to email another team member to get the information required to complete a part of the project. For example, the tester ;used this email to get more information from the product owner.

Product Owner,

This is about the idea for the SNHU travel site. Which way do you think would be best to implement this product design. I was trying to find the best way to do the vacations categories. Do you think it would be best if I were to implement it as its own page or would you prefer it if I were to implement it as a drop-down box so that the user can just filter it to their preferences. If I were to implement it in the drop-down box, I could include the price ranges as another filter in the drop-down box.

Thank you,

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This open communication led to making it easy to work on the project. If you were not certain of something it was easy to reach out to a group so you could get the information. The scrum meetings were also very helpful in continuing the open communication throughout the team. With these meetings we were able to determine the shift into detox/wellness retreats being our new focus for the top 5 rather than just destination trips. We used the product backlog to make the test cases and user stories. Using this tool allowed us to keep up our communication and make sure that everyone was aware of what we were working toward throughout the course of the project.

The agile approach allowed us to work more freely and effectively. Based on how the scrum meetings went, we were able to move forward in our project so that we could work to the next step toward completion. If something was brought up during the meeting that incited change in something that we had thought we completed, we simply had to go back and change it. This often meant that ideas were not presented fully in this project. Several times an email was sent requesting more information or a meeting was held saying we were going in a new direction. I would say that the agile approach was the correct method for this project because of how easy it is to adapt new information.