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SNHU CS250

12/11/2022

Final Project

Sprint Review and Retrospective

The various roles of the scrum team during the execution of agile methodology for the SNHU Travel project contributed to success in unique ways. As the Product Owner, I engaged with stakeholders and the development teams to translate the stakeholders’ and users’ requirements into User Stories that convey more than specific requirements but also provide a sense of context to the Scrum Team. As the Scrum Master, I was responsible for facilitating Daily Scrum meetings, collaborating with the Product Owner and stakeholders, removing or addressing organizational impediments that hinder productivity, and advising and coaching the Team. As a Tester, I found that the acceptance criteria gave us insight into the requirements of the work to be tested and, therefore, give us insight into how to go about testing those requirements. As a Developer, I learned that agile methodology allows us to be more flexible in our development approach because it allows us to anticipate and rapidly adapt to changes in the final product. In unison, these adaptive and evolving strategies combine to make efficient and effective final products.

The Scrum-agile approach to the software development lifecycle was essential practice for our team during the development of the SNHU Travel project. The product owner continued to enrich the user requirements by performing interviews with users and following up with the stakeholders. When the user interviews showed a need for new features such as user profiles and refined destinations lists, these new requirements were made into new user stories. When the stakeholders expressed a desire for a new layout and a focus on health/wellness destinations, we were able to adjust mid sprint and update the product in real time. This methodology not only help to complete user stories but helped to keep them on schedule when minor changes were made mid-sprint.

When the mid-sprint change was requested by the stakeholders to the product owner, the product-owner made an assessment of the change. Because the change to be made was not large enough to interrupt the change, user stories were created and assigned to teams appropriately. As a developer in charge of the layout, the change to a slideshow was issued to me and I made that adjustment in real time. The deliverable at the end of that sprint was on-time and in line with the stakeholder’s new expectations.

An example of effective communication with the team comes from my role as the developer and is as follows:

***Dearest Product Owner and Tester,***

***I have reviewed the changes to the final product which included a focus and detox/wellness vacations and a slideshow in lieu of a list. I’m happy to get started on converting the list to slideshow but I would like clarification on a few things:***

***Product Owner: Do the stakeholders have a preference on the background color of the text pane for the slideshow? The black text on blue background from the source code in difficult to read and should be altered.***

***Tester: Given the new need to focus on detox/wellness, is there a way you could check to ensure that the slideshow results all in order and pertain to detox/wellness type vacations specifically?***

***In the mean time I will get started on the slideshow.***

***Thanks!***

***Ronald W. Sudol III***

This is effective communication because it is concise and because it directs specific concerns to the specific members of the team that need be concerned despite being addressed and sent to the group at large. This allows the professional performing each role to address the portions of the information request that concern them without having to read through things that don’t. Clear and concise communication is essential to agile methodology.

I found visual information radiators to be an invaluable organizational tool to the agile methodology. The agile practice of utilizing user stories helps to break large projects into smaller more manageable pieces, but the utilization of a scrum board helps to keep those pieces focused and organized. Proper planning is also invaluable, but so is the ability to adjust to changes on the fly. Maintaining information radiators like burn charts and scrum boards helps to keep the team focused in an environment that is rapidly progressing and changing in terms of many moving parts.

Ultimately, the scrum-agile approach was necessary for the timely success of the SNHU Travel Project. While a waterfall approach is fine and can even be ideal for projects with no unknown variables or changes, scrum-agile methodology is best for projects with moving parts and possible changes. A drawback of the agile methodology is that too many moving parts can also cause setbacks without proper transparency and communications. Given that users and stakeholders sometimes have difficulty stating their expectations as cut and dry requirements, and the fact that a change to the layout of the graphical interface occurred, the scrum-agile approach was hands down the right choice for the SNHU Travel project.