

MODULE 7 RETROSPECTIVE / SPRINT REVIEW

Applying Roles:

When developing the SNHU Travel / booking app, we had a group of team members that all play an important role in development of the project. The team consisted of a Scrum Master, Product owner, and Developers.

Product Owner: The role of our Product owner was to help provide direction to the team to know what needed to be built. The product owner also helped set priority numbers for what needed to be prioritized first. The product owner met with the clients to gain insight on the vision the client has for their product, and what features are more important than others. Our product owner also helped stay up to date on any changes that needed to be implemented to change with the world and things that are in demand. For example, we had to make changes to gear vacations towards health and wellness trips. The product owner was also tasked with creating user stories around the client's requirements this allowed the product owner to break features into small chunks to work on.

SCRUM MASTER: During the development of the SNHU travel project the scrum master was in charge of making sure all team members were aware of the rules of scrum. Also managed the team on creating great products. The scrum master helped organize scrum events and allowed team members to identify problems that could have slowed down the production process. Our scrum master organized daily scrum meetings encouraging engagement from team members, allowing them to express what work was done yesterday, what they plan to do today, and express what problems they may be facing.

Developers: The developer helped create and test code to match features that the clients requested. The developer created code to develop the app that the client wanted which displayed top five destinations, as the developer we implemented code to display description for vacations, while also making adjustments to change text color as requested. The client wanted to change the target for vacations to target health and wellness vacations so the development team had to adjust code according to client changes.

Completing User Stories: One agile approach that helped complete user stories is Sprint planning. During the SNHU travel project one user story with high priority was pricing deals feature. This let developers know that one important request is for the end users to be able to filter out vacations by budget and pricing, also creating a feature that allows users to see top deals for most frequently visited vacation destinations.

Handling interruptions : During development of the SNHU travel project one interruption that the team ran into was the client wanting to modify the app to target destinations geared more towards health and wellness. Based off info from industry reports those type of vacations were soon to be the next big thing so our team had shift priority towards the new requirements. I would say incremental delivery play an important role in making the change. This allowed the team to give incremental updates throughout the sprints.

Communication: Daily standup “Good evening team. Yesterday I completed the integration of the budget filter button. Today I'll start working on the user profile customization feature to allow users to tailor filters towards their liking. I'm facing minor issues with customizing the font for this feature, so if anyone has experience in this field please reach out”.

This message provided an update on the work that has been done the day before while also allowing the team to hear a brief description of what the goal is for today. Also, encouraging cross functional collaboration by inviting anyone with experience with the problem to lend a hand.

Organizational tools: Collaboration and communication. Encouraging collaboration and open communication helped build a strong team that can attack challenges effectively.

Scrum events, daily standups allowed everyone to be well aware of progress and challenges.

Evaluationg Agile process: Flexibility and adaptability, this approach allowed the team to quickly adapt the changing requirements. For example, once the client wanted to gear the application towards health and wellness the team had to quickly make changes to target the requirements while also staying on projected completion dates.

I think the Scrum agile was the best approach for the SNHU travel project. Focus on the user experience by iterative development allowing the team to focus on completing a high quality user experiene.