Sprint Review of The Scrum-agile Team

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In this sprint review, we shall review how the Scrum-agile team contributed to the success of the experiment of using the Agile method. First, we started with reviewing how the Scrum-agile approach helped the software development life cycle. Second, we looked at how the Scrum-agile approach supported changes during the development process. Third, we reviewed how communication helped the development of the product, to include what organizational tools and Scrum-agile principles helped the team be successful in the development of the product. Finally, we evaluated the Scrum-agile approach.

Each member of the Scrum-agile team contributed to the success of the SNHU Travel project though out the project’s development. The product owner and Scrum master meet with the client during the initial client meeting gathering information on what the client needed from the product. The product owner created the product backlog which is a list of requirements and a map of what needs to be done during the product’s development. While the Scrum master created the Agile team charter which gives a short description of the project and practices the team should follow during the product’s development. During the daily Scrum meetings lead by the Scrum master the developers and tester keep the team up to date on the sprint task they had completed and what sprint task they were working on along with any issues they had with the development of the project. The product owner held the user focus group meeting and created user stories from the meeting. The tester worked with the product owner to create test cases for the product along with testing the product for bugs. During a meeting between the product owner and the SNHU Travel management a new design choice was made with the product to change it from the top five destinations to the top five detox/wellness vacations which all team members handled with little to no problem and asked question to clarify what needed to be done for the product. The developers handled the changes to the product without issue and created the product the SNHU Travel management wanted.

The Scrum-agile approach to the software development life cycle helped with the completion of each of user stories by allowing for input from the end user, using language that everyone can understand, and giving the developers background on the reason the user wants the product to work this way. The Scrum-agile approach allows the end user to make choices in the development of the product by allowing them to tell the developers what they want in the system. For example, during the user focus group meeting one user wanted to choose from cruises. This allowed the developers to add a scroll bar to choose from different vacations by type. User stories are written in non-technical terms telling the developer what the end user wants to do and why. For example, during the meeting a user wanted to set a price limit without the user stories the developer would not have added this feature. This gives the developer background on the reason they want this product and how they should incorporate this into the product.

The Scrum-agile approach supported the products’ completion when during the software development life cycle a change was made to the design of the product. This design change was from the top five destinations to the top five detox/wellness vacations. To handle this, change the product owner had to makes changes to the product backlog so that the team would know what they needed to focus on, and user story was make for the change. The developer then changed the product from top five destinations to the top five detox/wellness vacations. This allowed the product to stay on track during the change and allowed the developer to know what the client wanted to change.

During the development process communicating effectively is important because it ensures that the team understands what needs to be done and how it must be done. For example, during the development process I asked if we should treat the team as a two-pizza team and because of this it was decided to give the two-pizza team a try which could benefit the team. During my communication with the team, I talked about what things we should focus on to improve are team’s efficiency such as risk acceptance, customer review tool, and flexible technological architecture. This communicated to the team that I want to keep a professional approach to the work and that I’m treating the experience professionally other teams agreed and choose to treat this experience the same.

The organizational tools and Scrum-agile principles that helped the team to succeed during the SNHU Travel product development were the organizational tools of daily Scrum meetings, user stories, and test cases to include the use of Scrum-agile principles. The Scrum-agile principles used were the customer satisfaction, allowing changes in the development of the product, delivering working software, working together daily, face to face conversations, and good design practices (Cobb, 2015). The daily Scrum meetings allowed the team to communicate where they were in the products development and allow the team to work together to solve problem as they come up. The user stories allow the developers to understand what the user wants from the system. The test case ensures that the product meets the requirements set by the company and the client. The Scrum-agile principle of customer satisfaction help the team ensure that the product was what the client wanted and made it the priority of the team. Allowing changes at anytime of the development cycle allow the client to change their mind or add new features. Ensuring that the software works when delivered helps protect the company and shows that the company cares what they product. Working together daily during daily scrum meeting allows the team to communicate where they are in the development of the product and having face to face conversations ensured that the team could ask question to improve the product. Using good design practices helps with maintaining the system and allowing any developer to tell how the product works through the code.

The Scrum-agile approach for the SNHU Travel project had may pros and cons during its development. During the development of the product the product owner and the Scrum master had a face-to-face meeting with the client to discuss what the client wants from the product. The pro to this meeting is that it allowed them to ask questions of the client. The con was that the team could not sit in on the meeting and ask questions which could have helped with the development of the product. The product owner created the product backlog, listing the requirements and mapping out the products development cycle. The pro of the product backlog is that it gives the developer a physical timeline of what needs to be done and when. The con is that it does not allow for wiggle room if things need more time. The Agile team charter made by the Scrum master gives a short description of the product and practices the team should follow which helps the team know what the team expects from them during development of the product. The con to the Agile team charter is that it is made by the Scrum master and not the team working together to decide what practices and rules they want the team to follow. The daily Scrum meetings allowed the team to communicate their progress in the development of the product and keeps the team up to date on what each member of the team was working on. The user stories created from the user focus group helped the development of the product by allowing the developers to read what the user want from the system. The test cases ensured the product worked and meet all requirements before it was delivered to the client. The Scrum-agile approach had pros and cons to the development of the product, but this approach helped with the development of the SNHU Travel product and has many other qualities that could help further the development of other products for the company.

References

Cobb, C. G. (2015). The Project Manager's Guide to Mastering Agile:

Principles and Practices for an Adaptive Approach. John Wiley & Sons Inc.