Joshua Perez

CS-250-H7324

August 20, 2022

7-1 Final Project Submission

Sprint Review and Retrospective Document:

Good afternoon fellow members of the Chada Tech team!

We will begin this sprint review and retrospective by first looking at what has been achieved by the amazing members of our Scrum Agile team and how they contributed to our mission of developing an amazing Travel product website for our client SNHU Travel. First, I will begin by describing the work put into the project by the Scrum Master who started off the project by creating an agile team charter in order to help our team be more effective. This whole thing is only possible because of the Scrum Master’s initial client meeting and their interaction with the Product Owner for the SNHU Travel product. In this agile team charter, they described the project and created an effective and cohesive ruleset of behaviors and communication practices for the team. Here we learned the importance of removing barriers between individuals in the team, everyone is important in the agile team collaborative process. When titles cease to matter, communication becomes better and more open.

Next, we will discuss the incredible work put forward by the Product Owner. They were responsible for setting up the User Stories we would be working with. They spoke to the client and figured out specifics regarding the product we were working with and decided not only the priority of the items, but also the priority in which they should be worked on depending on whether those items were considered crucial to the completion of the project or not. They even filled these user stories with details in order to give developers a direct route as to what completing the objective actually means, such as the user story of “Profile based recommendations” which detailed what features would need to be available and implemented in order for the client’s needs to be met. During the interviews, the Product Owner was able to accurately represent what is and is not possible to the client, as well as getting more specifics and setting time windows for when everything should be possible.

Furthermore, we will discuss the extensive test cases provided by our Tester. Utilizing the priorities set out by the product owner, the Tester developed test cases for each user story with the express purposes of breaking the program / feature. In this the Tester works towards designing tests that will test the user story and the program to their breaking points. They give step by step instructions of how they will test in order to give the development team a view of how the program should function from moment to moment. Their role also ultimately helps determine some further points that the Product Owner can clarify with the client.

Lastly, I would like to take a second to congratulate and applaud the work of our amazing Developers! Developers are the ground troops that bring plans and ideas from the conceptual realm into reality. They code everything from the ground up and actually build the features into existence. In fact, they are the last line of defense between the product and the client. With the Product Owner and Scrum Master’s assistance and leading hand, the developers work together to efficiently “Destroy” – as I like to say when I’m on a development team – the product backlog and bring about the most requested features.

A scrum-agile approach to the SDLC helped each user story come to completion by first defining those user stories, then defining the details that make them up. This agile approach allows for the Product Owner to prioritize the product backlog to make sure that the developers are working on the features most vital to the completion of the project. This allows for things to be changed on the fly and molded to what is best for the team, and best for the product being created.

The scrum-agile approach helps support project completion, this is true even when the whole thing is interrupted and the direction changes. This is supported by modular systems that can be quickly adapted into whatever direction the project needs to take. The product owner can quickly adjust the product backlog on the fly and manipulate the direction that the developers are working towards. This can be seen when the Product Owner told the team of the change to a focus in detox/wellness travel and how the team responded to the backlog change.

We can see effective communication practices with the use of scrum events. Here we can create a practice of openness and transparency which will pervade every area of communication within the team. This was represented in the 6-2 Journal assignment where we discussed methodologies that are most effective in creating openness and transparency with scrum teams. In our group discussion we used this agile minded way of thinking to achieve the desired outcome of transitioning towards agile development instead of waterfall development.

The scrum agile principles that we used to make our team successful revolves around self-organization, collaboration, and most importantly, value-based prioritization. While we didn’t use any specific organizing tools in this course, I spoke briefly on the previous assignment about organization tools and how they’ve gotten significantly better since the start of covid. I also spoke briefly about organizational tools I’ve used in the past such as Microsoft Teams, and Trello, these are tools which have helped teams I’ve been a part of work efficiently and effectively.

The agile approach is the perfect method for the SNHU Travel project. The list of pros are much longer than the list of cons. The pros lay in how quickly the team can adapt to the changes presented by the client, as evidenced when the project changed directions. An agile approach was ultimately the best choice for the SNHU Travel development project.