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7-1 Final Project Submission

**Review and Retrospective: Applying Roles**

In this Sprint Review and Retrospective, I as the Scrum Master will reflect on the SNHU Travel Project titled “Vagabond Ventures” and provide examples on how the team successfully applied the Scrum-agile approach to the Software Development Life Cycle (SDLC). The project aimed to develop a user-friendly travel booking platform for the client’s customers. I led a cross functional team comprising of a Product Owner, Developer, and a Tester. Each role on our Scrum-agile team played a crucial part in the success of the project. As the Scrum Master my responsibilities included facilitating communication and ensuring the Scrum-agile process was effectively implemented. I facilitated daily stand-up meetings where team members shared progress and challenges. If any team member faced obstacles, I worked to remove them, ensuring the team’s productivity was not hindered. I acted as a resource for the team and helped guide them through the agile methodology.

The Product Owner played a pivotal role in guiding the project’s direction and ensuring alignment with stakeholders’ needs. In the Vagabond Ventures project, our Product Owner was responsible for gathering requirements, prioritizing user stories, and updating the user stories as the client changed their requirements. The Product Owner engaged with the stakeholders to understand their travel booking preferences. For example, the client wanted the website to be created in 5 weeks, show top 5-10 destinations based on previous travel, price, vacation type and profile preference. After collecting these specific features and functionalities, the Product Owner was able to create user stories. The Product Owner prioritized the user stories in the backlog based on the severity of each task and presented it to the development team in Scrum events. The Product Owner maintained an active communication with the stakeholders. As the stakeholders changed their requirements or asked for more features, the Product Owner updated the user stories to reflect that and notified the team. It was important for the Product Owner to understand which user stories need to be prioritized for a completed product to be delivered to the stakeholder.

The developer brought the vision of the Vagabond Ventures project to life by implementing the technical aspects of the platform. Our developer took design mockups and the user stories and translated them into functional software. They turned our vision of a user-friendly travel booking platform into a reality through code. To implement a secure login system, the developer integrated authentication libraries and created mechanisms for user registration, login, and password management. The developer ensured that the platform’s design was not only visually appealing but also functional across different devices. They implemented encryption protocols and ensured a seamless transition process. Our developer was also responsible for testing their code and identifying any bugs before it went to the Tester. They used debugging tools and ran various test cases to ensure the functionality was as intended. The developer also reviewed feedback from the Tester and addressed these issues promptly by identifying the root causes and implementing solutions.

The Tester, also known as the Quality Assurance (QA) professional, played a vital role in ensuring the success of the Vagabond Ventures project by maintaining the quality, reliability, and functionality of the travel booking platform. The Tester meticulously tested each feature of the platform against its defined acceptance criteria. For example, they made sure once a setting was saved to the profile, the system actually reacted to it. If I wanted only tropical vacation packages, the system would only show top 5-10 tropical destinations. As new features were added or changed, our Tester conducted regression testing to ensure the existing functionalities were not adversely affected by the updates. The Tester identified and documented any bugs, inconsistencies, or unexpected behaviors they encountered during testing. They provided detailed descriptions and steps to reproduce the issues, making it easier for the Developer to understand and address them. Our Tester actively communicated with the Developer to clarify requirements and to discuss issues or concerns. This collaboration helped bridge any gaps between the technical and testing aspects of the project.

**Review and Retrospective: Completing User Stories**

The Scrum-agile approach to the Software Development Life Cycle (SDLC) facilitated the successful completion of each user story in the Vagabond Ventures project. Through iterative development cycles, user stories were broken down into manageable tasks, prioritized in the backlog, and addressed incrementally. Daily stand-up meetings ensured real-time updates on progress and issue resolution, promoting collaboration. For instance, when creating the price profile setting, the team divided work into UI, backend, and database tasks. Daily stand-ups ensured everyone was aligned, and challenges were discussed. This iterative process incorporated user feedback, refining the feature over time. The approach's effectiveness was evident as the price profile setting became a seamless and user-friendly feature.

**Review and Retrospective: Handling Interruptions**

The Scrum-agile approach demonstrated its adaptability and effectiveness in supporting project completion during unexpected interruptions and changes in direction in the Vagabond Ventures project. For instance, when external factors required a shift in the project's focus from top 5 destinations to top 10 destinations, I as the Scrum Master facilitated an emergency meeting to reassess priorities. The backlog was quickly adjusted to reflect the new direction, and during the subsequent sprint planning, the team collectively agreed on the revised goals. Daily stand-up meetings ensured open communication about the changes, allowing the Developer to adjust their efforts seamlessly. By embracing change and reorienting the project's trajectory through collaborative decision-making and iterative development, the Scrum-agile approach allowed the team to maintain momentum and successfully adapt to the altered project requirements.

**Review and Retrospective: Communication**

Effective communication plays a very important role within our Scrum Team. I’ve ensured that every team member maintains efficient communication across the entire team. When a team member requires prompt feedback, I recommend they send an email to the relevant team member they need to consult. Recently, during the review of user stories for the project, the Tester encountered a concern that directly related to their role. To address this, the Tester reached out directly to the Product Owner and myself. Here’s a copy of the email the tester sent.

*Subject: Clarification Needed on User Story Review*

*Hi Christy and Ron,*

*I hope this email finds you well. While reviewing one of the user stories, I came across something that requires clarification. In User Story #3 regarding the top 5-10 destinations list to be customized based on my previous travel or profile, I’d like to seek some additional information.*

*Could you provide more insight into the specific criteria or factors that will determine the customization of these destinations? Is it based on travel history, user preferences, or other variables? Are we looking at implementing an algorithm that dynamically updates this list based on real time user interactions? How will users be able to view and interact with this customized list?*

*This information will guide my understanding of the underlying technical aspects. This will also help me align my testing strategies and ensure a thorough evaluation of this feature. We can discuss these points in our upcoming standup meeting.*

*Thank you,*

*Brian*

This email was very effective. The Tester communicated the outstanding issue and outlined the specific aspects that required clarification from the Product Owner. The email was detailed, and the tone was polite and professional. This email avoided any finger pointing, aggression or things that could have led to misunderstanding. Collaboration like this among team members fosters a positive and constructive work environment.

**Review and Retrospective: Organizational Tools**

The combination of organizational tools and Scrum-agile principles played a major role in our team's success throughout the Vagabond Ventures project. The Miro board, our virtual collaborative platform, served as a visual hub for sprint planning, backlog refinement, and retrospectives, enhancing transparency and accessibility for all team members. This tool facilitated effective communication by allowing us to discuss and refine user stories during sprint planning, prioritize tasks in the backlog, and collectively reflect on sprint outcomes during retrospectives. After planning on the Miro board, we were able to only create the necessary tickets in JIRA and use the Kanban method to complete them. Additionally, adhering to Scrum principles, especially those related to daily stand-ups and continuous communication, ensured that our team remained aligned, adaptable, and responsive to challenges. This combination of the right organizational tools and Scrum-agile principles fostered a cohesive and productive environment, enabling us to successfully navigate the project's complexities and deliver a high-quality product.

**Review and Retrospective: Evaluating Agile Process**

The Scrum-agile approach proved highly effective for the SNHU Travel project, leveraging its strengths while acknowledging its challenges. The pros of this approach included improved collaboration through regular stand-ups and sprint reviews, allowing for real-time communication and rapid issue resolution. The iterative nature of Scrum facilitated adaptability to external changes, exemplified by a seamless shift in focus due to stakeholder feedback. However, the learning curve associated with transitioning to Scrum initially impacted productivity. Despite this, the Scrum-agile methodology was the best approach for the SNHU Travel project, given its dynamic nature and evolving requirements. The flexibility of Scrum-agile allowed us to embrace changes without compromising on the quality of the deliverables. Ultimately, the approach's collaborative nature, iterative development, and responsiveness aligned perfectly with the project's objectives, resulting in a successful and user-centric travel booking platform.