Sprint Review and Retrospective

Raymond S. Cooke

Southern New Hampshire University

As ChadaTech moves towards the Agile framework, we have much to reflect on regarding the SNHU Travel project. This project involved a product owner, scrum master, and development team that consisted of a developer and tester. Switching to Agile benefited this project immensely by allowing multiple iterations of user stories, and the freedom to modify the product backlog as the project evolved. The teams worked together to develop usable software. Despite being new to Agile and scrum, they did so with pragmatic communication and an astute understanding of their roles within the organization. The product owner communicated with SNHU Travel, the developer, tester, scrum master, and end users. Mastery of this role was demonstrated by delegation techniques used during the project. The product owner prioritized user stories and relayed the priorities of the customer to the development team and scrum master.

The Scrum master contributed to the project by providing guidance to the development team. They played an important role in daily scrum meetings, software development, and acting as a liaison between the product owner and development team. The scrum master showed mastery in their role by being an excellent communicator, developer, and mediator between teams.

The tester played an important role in this project by ensuring that the developer created working code that fit the needs of stakeholders. This was done by passing or failing finished code. The tester tested the code against the requirements of user stories. This was helpful to the product owner, whom the tester assisted. The tester demonstrated mastery of their role by communicating the progress of the project to the teams.

The developer contributed to the sprint by developing working code to satisfy the requirements of user stories. At times, the developer was challenged by changing priorities. These changes impacted the finished product and the developer demonstrated mastery of their role by developing concise code and communicating their needs to all teams.

The scrum-agile approach supported the completion of the sprint by bringing all teams together to complete their goals. This process began when the product owner, scrum master, and development team drafted the sprint charter. Common ground was established between teams by establishing clear goals, product estimation, progress tracking metrics, and expectations. All teams agreed on the effort that a task requires by agreeing upon an agile estimation process. This practice helped the project manifest into a usable product by allowing time for specific user stories, these were ranked by needs of the customer and complexity of development.

The scrum-agile approach supported the completion of the SNHU Travel project when changes were made to the product backlog. During the sprint, the product owner announced that the customer wanted to change the direction of the finished product. When this happened, the developer and scrum master stated that more time will be required to complete the user stories with this priority shift. The product owner made concessions to the development team by lowering the priority of other user stories. The scrum-agile framework is beneficial in these cases because it allows for multiple iterations of user stories. If stakeholders agree that their needs are not met, an additional sprint can be started, and all user stories can be addressed within an agreed upon time frame.

While the SNHU Travel project was in development, there where times when various teams needed to communicate their differences. This was done by email. The first example was from the perspective the tester expressing their concerns to the product owner. The second example was from the developer’s perspective expressing their concerns to all members of the sprint.

These examples of communication between teams express how differences can be resolved between groups. While the product owner delegates stakeholders and other members of the scrum team, their vision for what is and is not feasible can be distorted. The tester addressed this concern by alerting the product owner of irregularities that arose during the execution of the project. The developer addressed their concerns by amicably stating that the changing priorities of the product owner will contradict user stories that were important to end users. These instances encouraged greater collaboration between teams.

Hello team,

The success of the SNHU Travel project would greatly benefit from additional time and or development team members. Changing the priority of the product backlog in this way will sacrifice the overall usability of the product. One of the user stories stated that users do not want to view travel options that they are not interested in. We must first categorize different types of travel packages that SNHU Travel offers. After that is completed, it will be a simple task to differentiate the type of travel packages that are recommended.

Respectfully,

Developer – ChadaTech

Hello Product Owner,

While testing the product that is in development, it became apparent that only the “Top Five Travel Destinations List” story has been completed. Testing additional user stories would require additional tasks to be completed by the development team. I recommend that we prioritize creating the “SNHU Travel Portal” story with the utmost urgency, as other stories are contingent on the creation of that feature.

Respectfully,

Tester – ChadaTech

Scrum-agile tools were utilized in this project. This streamlined the product estimation process, sprint planning, testing, and development methods. All members of the sprint came together to draft the sprint charter. Communication methods, sprint length, and team expectations were firmly established. Planning poker was used to estimate the time and effort that user stories would take. The testing process greatly benefited from the scrum-agile framework. Each user story was tested upon completion. Issues were pinpointed with ease and corrections were addressed promptly. The development process benefited from scrum-agile by allowing the development team to freely voice their concerns and impediments. Sprint progress was tracked by using a Kanban board. This allowed relevant information to be tracked. This included what has yet to be done, what is in progress, and what has been completed.

The scrum-agile approach was effective in completing the SNHU Travel project. Team members were empowered to voice their opinions regarding the progress and development of the product. Product estimation benefited from the use of “Planning Poker,” where all teams reached a consensus on required effort. Communication was also streamlined by implementing daily scrum meetings. The only shortfall of the scrum-agile method arose when the project owner decided to change priorities pertaining to the product backlog. This was promptly corrected by effective communication between teams. Looking back on the sprint, it has been determined that scrum-agile was the optimal method to complete the SNHU Travel project. ChadaTech would benefit from switching to the scrum-agile method for future projects.

References

Charles G. Cobb. (2015). The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach. Wiley.