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CS-250

December 11, 2021

Sprint Review and Retrospective

When thinking about each of the roles on my Scrum-agile Team contributed to the success of the SNHU Travel project, a number of things come to mind. First, when looking at the Product Owner during development, they were able to engage with both the stakeholders and users to get a clear view on where the product was meeting expectations and where there is work that needs to be done. The Product Owner is also responsible for creating a backlog for the User Stories as well as acceptance criteria for the User Stories to aid development and testing. During the SNHU Travel project, as the Product Owner I was in charge of creating and prioritizing User Stories through the Product Backlog.

When looking at the Scrum Master, they plan Daily Scrum meetings at the same time and place where the team is able to get together and discuss what has been going well, what they will do today, and what might be stopping them from hitting their goals. The Scrum Master is also in charge of collaborating with the ream for backlog review to see where the project stands and what needs to be done to improve the product. As the Scrum Master throughout this course, I was in charge of creating a team charter and listing project risks along with guidelines the team should follow.

When looking at the work done from the tester role, we were able to see how the tester operates. The tester runs tests for the project against the acceptance criteria created by the Product Owner and team. Working as the tester during the SNHU Travel project, I was put in charge of test cases. In this process, I created test steps that had pre-conditions where there was some form of input and designated expected results from the action. From this, I was able to analyze the slideshow given to figure out what met the expected results and what fell short of the acceptance criteria.

Finally, the developer role helps create the product with code. Using the information learned from Daily Scrum meetings, User Stories, and acceptance criteria, we are able to build and improve a project. During my time with the role as developer for the SNHU Travel project, I was able to implement the changes asked of me thanks to the adaptability of our agile approach. We were able to successfully convert the scrollable list format into a slideshow with detox vacation destinations with ease.

A Scrum-agile approach to the software development lifecycle helped each of the user stories come to completion by allowing for accurate sprint planning and also allowing a way to rate priority among the different user stories. Throughout the SNHU Travel project, we needed to develop from user stories. The creation of user stories for our project helped when it came to the overall development of each of the aspects of the project due to the prioritization and acceptance criteria already addressed by the entire team.

The Scrum-agile approach supports project completion when there are changes of direction by allowing for the flexibility and adaptability needed in order to build a project that is subject to change at any time. Agile allows us to have the means to go back and change different aspects of a project if there was a change of mind or something that the users overwhelmingly wanted to improve their experience. Throughout the development process we came across a last minute change from a list view to a slideshow view. We were able to implement this change fairly easily and quickly thanks to having the ability to adapt due to using an agile approach.

The ability to communicate effectively with your team is one of the most important aspects of any form of development. Using a Scrum-agile approach allowed us to have the most amount of communication possible. The use of Daily Scrum meetings allows for everyone to get together to communicate daily and help others who may have come across a roadblock that you have an idea of how to get through. Another means of communication that is not in the form of meetings would be communication through the product backlog and user stories. This allows the Product Owner and testers to communicate with the development team on what the acceptance criteria is among other useful information.

There were a couple of organizational tools and Scrum-agile principles that helped my team become successful. The first organizational tool that we used was the agile charter. This charter created the foundation for the team for the product that we will be working on and set guidelines to follow. The main tool that helped aid with development would be the product backlog. The product backlog keeps user stories organized, prioritized, and time estimated so we can ensure that the project stays on schedule. As for principals, we were able to predict accurately as well as maintain the ability to stay adaptive in order to change on the fly if needed. The use of test cases also ensured that we could have fast feedback on the criteria the product was able to meet or not meet.

There are many pros for taking an agile approach for development. The biggest upside to using an agile approach is the adaptability it gives when compared to the waterfall approach. The agile approach offered us the ability to adapt to last minute changes within development. Being able to adapt meant that we were able to modify our existing code with ease in order to fulfill the last minute requirement. Another important aspect of agile development is that you can start a product faster due to not needing to spend as much time planning out the entire project before it is even started. We were able to successfully break our tasks into user stories and estimate how long each task would take. Another pro that is important is being able to deliver a working product for the user after each sprint allowing for feedback on the product and allowing the user to suggest changes. One of the disadvantages of agile development when compared to waterfall development is that there is not as much documentation when compared to waterfall. Another disadvantage to the agile method is that it can be difficult for the team to provide accurate time estimations during development. Due to the pros of agile development, taking the agile-approach for the SNHU Travel project was the best choice we could have made. This approach allowed us to stay organized and stay adaptable which helped us in the end when there was a last minute change so close to the deadline.