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CS – 250 Software Development Lifecycle

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SNHU Travel Sprint Review/Retrospective

Good afternoon ChadaTech team! Today we are going to be having a sprint review and sprint retrospective covering how we all came together and worked on the SNHU Travel project utilizing a Scrum-agile method. I know that we are familiar with our typical development method being the waterfall method, but we really adapted to the agile method and did great work in our agile based positions on the team. We will first cover the agile method we worked under in terms on how we all contributed to the success of the project and the ways the agile method supported our product delivery. We will then assess the teams ability to work as a cohesive unit under agile and assess how effective agile was in leading our project.

First thing off, each member of the team adjusted well to the different roles present in the agile team, of which there was the product owner, scrum master, and development team. Ms. Product Owner assisted the team by communicating with SNHU Travel to establish the groundwork of what the end product should be and did several other things to create the vision we ended up working toward. Ms. Product Owner worked personally with users of the current SNHU Travel website and gained valuable information that she translated into user stories for the team to work toward in fulfilling. Ms. Product Owner was also critical in updating the team for when the client wanted to specify a focus for the website to cover detox and wellness vacation types. Through her excellent communication and brilliant understanding she established with the client, she helped create a vision for the project and then guide the team in creating this iteration of SNHU Travel.

Mr. Scrum Master worked well with the product owner to facilitate the various events of this sprint and was essential to the coaching of the team especially in regards to adjusting to the agile development process. He also helped communicate amongst the team and aided the product owner in staying true to the vision for the project and kept a valuable product backlog throughout the development process. Again, when SNHR Travel requirements shifted, Mr. Scrum Master got the team together at request of the product owner so that the new requirements could rapidly be dispersed to the team. The team had some questions and things to work through when requirements shifted, but Mr. Scrum Master helped ensure a smooth transition in updating the project.

The team worked long and hard during this sprint creating a product SNHU Travel loved all the while learning how to work in an agile team. The team’s first big accomplishment was taking the user stories generated by the product owner and creating tasks and test cases from them to guide and then prove their work. The team proved versatile when the project requirements shifted and worked diligently to ensure the project reflected the client’s new requirements. The team had some thinking to do when requirements shifted, but everyone accounted for what work had been done and communicated well amongst each other to adjust the product as necessary to provide a seamless update to the new requirements.

On the case of user stories, the team did a great job in analyzing the things that the users were yearning for and then developing test cases in the form of “I want to be able to do this, so that I can accomplish that”. The prioritizing and hierarchy of the test cases helped to ensure that the higher-level stories were implemented so that other smaller ones could be built into their framework. There were also lower-level stories that could be worked on and tested simultaneously thanks to the team collaborating to establish what sort of stories were independent of other generated tasks. The daily standups proved very useful to keep the team informed of who was working on what, what had been completed, and gave the team vital knowledge on who they should be communicating with day to day. The clear and concise user stories provided by the product were definitely a boon to aiding the developers and testers work on and then validate meeting the various user requests and requirements.

Everyone is able to fondly remember when we called a team meeting in the late evening to discuss the shift in the project to cover detox and wellness vacations. It started out a little scary, but with everyone’s support we quickly turned the product around to meet the new requirements. The product owner was critical in letting us know the shift was happening and this quickly raised questions amongst the team. The team buckled down and evaluated what all was necessary for the shift and with the scrum master’s assistance got on track for the new requirements. The agile method was truly remarkable in this endeavor as instead of having to wait until the end of a waterfall phase, we could figure out how to fit it in our project and work with it almost immediately. We had to add a few more user stories, develop some new test cases, and get down to working on implementing the requirement change and it all was handled smoothly.

The proceedings of the sprint were handled quite effectively in terms of the various scrum events and the tools of which we used to carry them out. Firstly, our communication method throughout the sprint was mainly face to face with a bit of communication being handled over email for things such as in the case of testers acquiring clarification of test cases. Face to face communication was obviously most useful to us being we all worked together at the office. It allowed almost every worked based discussion to be clear and key points to get emphasized more easily while also allowing each conversation to be meaningful and complete once both parties exchanged all necessary information. The emails sent for clarification assisted in having a physical reference for the testers and any other information that would benefit from having on hand.

The team was easily able to share information and work as we again, we all were working together at the office. If the team were to have been working at home or away from the office, we could have utilized numerous project management tools online that could have provided all the same tools we worked with in person. The scrum board and kanban board we experimented with gave us tools to easily see what the tasks for the day were and who was working on them. Organizing work efforts in a physical form for everyone to see helped people stay on track and work together when necessary. We utilized a couple methods of tracking progress such as burn up and burn down charts just to get a measure of how we were performing with agile and to gain experience with utilizing them. The progress trackers are obviously very helpful to show our effectiveness during the retrospective so we can pinpoint areas where we struggled and talk about what could have been done better, and then to relish in what we did well and how.

Lastly, we are going to discuss the effectiveness of our agile approach to tackling the SNHU Travel project. We did not know exactly how the SNHU Travel project was going to work and look as an end product, but we were able to leverage the agile method to work on our vision of it and end up completing it without having to plan for a few weeks to layout how everything would work and the code necessary for it. The timeframe for the project was roughly eight weeks, which we knew from the beginning, but we could have had it done in much less time even considering the adaptation for the requirement change halfway through. The fact that the project was not very defined from the beginning and then ended up having a focus shift goes to show that agile was a preferable method for handling the project vice our usual waterfall method. We did not necessarily engage the client to awful much during our project, but at anytime we could have shown them our work and tasks and stories being complete since everything was being worked on non-linearly. The main thing that could have went awry, which it did not, was with our eight week work period. Since we did not have a more definite end product from the client and we did more of the formulation by getting user feedback and implementing that into the program, we could have run into the issue of not having finished by the eight-week mark. Waterfall does have the benefit of getting almost all of the planning done upfront and then executing the plan, but in this certain project it was a moot point. Through what happened in the sprint and the lack of definition of product upfront. The agile method was definitely the most effective method for completing the SNHU Travel project.