Sprint Review and Retrospective

During the development of the SNHU Travel Product I had the opportunity to act as the Scrum Master for our development team. Our development team consisted of a product owner, scrum master, developer, and a tester. The product owner was responsible for gathering information from the customer and end users about the product being developed. They are responsible for delivering the final product to the customer and relaying information and needs to the scrum team. As scrum master my responsibility has been to assist the scrum team and lead our scrum meetings. Our developer and tester work closely together designing the product and creating test cases to ensure the product is working as intended.

Using a Scrum-agile approach when developing the SNHU Travel product has allowed the team to communicate efficiently and be more adaptable to change. During our daily scrum meetings, the team used Jira to manage our product backlog and Scrum board. The use of a Scrum board allowed the team to visualize the development process and manage new and completed tasks. As Jira has a digital Scrum board, the entire team was able to update it regularly even after the daily meeting had been concluded. Our daily scrum meetings typically consist of the entire team for a brief 10 or 15 minutes. The team took this time to discuss task progression, update the product backlog, and discuss any challenges that arose. Because the team was using an agile approach during development, we were able to adapt to change and challenges during our sprint planning.

As our team developed user stories and test cases, we focused on prioritizing important tasks and the information given by the product owner. Test cases for this product were primarily focused on the user interface and suggested vacation destinations. End users provided details about types of packages, price limits, and account preferences to our product owner. From the details provided we were able to work towards a better user experience. Our team focused on items such as not suggesting packages outside the user’s price range, or not suggesting vacation types that did not align with the type of trips the user preferred. Throughout this process our tester was able to create test cases for these specific user stories to verify that the product was working as intended. The Scrum-agile approach allowed us to adapt frequently and created communication opportunities for the team to gain additional information needed.

Open communication is a key factor towards success in a Scrum-agile environment. As the product is developed in sprints the team can adjust the goals of each sprint as needed. Midway through development of the product our team received feedback from our product owner that SNHU Travel wanted to focus on health/wellness retreats for their product. Previously the team had been working towards more broad goals set based on user stories, so this new focus was unexpected. Due to our daily scrum meetings the team was able to quickly adapt, reevaluate our user stories and test cases, and focus on this new goal. Outside of the daily Scrum meetings the team communicated primarily via email. I have included samples of team emails below.

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During our communication the team was able to request information, provide updates on tasks, and share details on changes being made. Having our Scum board online thorough Jira allowed the team to keep the board up to date after communicating details between one another. Open communication allowed the entire Scrum team to discuss ideas, and request help on tasks.

The implementation of Jira software into our Scrum team was a key factor in our success. Jira allowed us to maintain a Scrum board, manage product backlog, implement bug tracking, and keep up with version management. During our daily Scrum the team would update our story board and product backlog based on the previous days completed tasks. As the team moved into each sprint Jira allowed us to easily track bugs as they were discovered and manage different versions of the product as development progressed. Having the ability to update the Scrum board outside of the daily meeting was a big step forward as it allowed the team to update one another without interrupting work unnecessarily.

After having completed the SNHU Travel product I have determined that the Scrum-agile approach was the best possible option for our development team. This development style allowed our team to be adaptable while also providing an in-development product to the customer. As the product was developed in sprints the team was able to present the work in progress product to the customer and receive feedback. Scrum-agile also allowed the team to make changes to the product and implement feedback in between sprints. Our daily Scrum meetings were an excellent way to communicate with the entire team while not taking away valuable work time. These brief meetings allowed us to stay focused and on topic when the group got together. The only downside to our Scrum-agile approach was that production cost and time estimates were uncertain. As Scrum allows product development to be dynamic and adaptable timelines and production cost can be impacted at any given time. However, as we experienced with the change of focus during this product, the benefits of a Scrum-agile approach outweigh the disadvantages. Going forward our team will continue to focus on developing and perfecting our Scrum-agile development style.