Sergio Ruiz

CS 250

Sprint Review and Retrospective

We have been tasked by our client SNHU Travel with the task of making a website that would help broaden the audience to which their vacation packages were offered to. The client also wants to promote their vacation deals. Also, they want this done within five weeks. Each of the team members have been tasked with specific tasks in order to make sure the project is done on time.

I, the Scrum Master, made sure the Scrum events were done. I also made sure that the Scrum methodology was followed throughout the time of the project. I aided in helping the Product Owner to better utilize the backlog and made sure communication went well between the team members. The fluid communication was done during the scrum meetings. After handling the backlog, the Product Owner would meet with users in order to create a set of user stories that the Tester planned out into a priority hierarchy. Another thing that the Product Owner did was that they met with the management for SNHU Travel in order to be aware of any changes or updates to the team. The Tester works side by side with the Product Owner and took parts of the user stories and developed initial test cases. These test cases were then ranked from high priority to low priority. An excel sheet with what each user story should follow and what the outcomes should be was also created. The developers then use this spreadsheet to implement the user stories into a slide show as requested by the Product Owner. Initially the website was supposed to be a nonspecific website, but ultimately it was made into a wellness/detox vacation resorts website at the request of the client.

During development, the team had to deal with three revisions to the plan. Thankfully, because we were using the agile methodology, we were able to still meet the deadline for completion dates.

Initially, the Product owner met with users in order to gather user stories. This was done and it helped us get a better look as to what a customer was looking for in our product. In order to do this, we had to create a list of user stories. These stories ranked from low to high priority. We then were able to get a better understanding of how their stories could be implemented. This also helped us understand what pass/fail measure there were for each story. Then came the changes. We were told to use a slideshow wireframe for the listings and user stories. This was different than the traditional website format. In the end we managed to make the adjustments asked of us and we were able to develop a good final product that would satisfy our users. These changes were easily made due to Agiles flexibility.

The client reached out to us a few weeks before meeting our deadline. They wanted a wellness and detox vacation package booking system. This had everyone scrambling and worried. Everyone was panicking. Thanks to Agile we were able to seamlessly make these changes. The Agile method allowed us to refine and perfect the product without compromising time because we were able to make changes needed. If we were using Waterfall, it would have been difficult to make these changes because we cannot go back and edit the code.

There were many key components to this project but none were more important than that of communication. Daily scrum meeting were of major importance. This is because it helped us better understand what progress the project was making. These meetings also helped us see what hurdles the other team members were facing and allowed us to learn from the hurdles. Team members were asked what did they do yesterday? What would they do today? What obstacles did they face? These questions truly helped the team members gain a better understanding of what was going on in the project but they also encourage members to be open with what is on their minds. Other forms of communication that were key to the success of this project are emails. We were in contact with the Product owner a lot to see what changes needed to be made or to see what was liked about our project. The emails also helped the Testers understand which modules had to be tested and it also helped us know what tools the team has requested.

Git/Hub was probably the most important tool for this project in terms of development. GitHub is a tool for developers to make changes to a project in real time and from there the lead developer can accept of decline any changes. A service such as Telegram might have been used in order to let other team members know what the lead developer decided. Scrum events were also an important part of communication.

In conclusion, the Agile methodology saved us time and possibly money. Had we been using Waterfall, we would not have had been able to adapt to the changes needed by our client. Agile allowed us to be flexible. However we also had some difficulties with Agile. Agile had us making utilizing the backlog as a high priority. Agile also put an emphasis on the user story. This can be difficult when an abrupt change is asked for. Agile is easier, however, because it lets us work as a team and it makes sure our work is fluid. Agile let us make sudden changes by letting us take a step back, it gave us peace of mind. If we keep using agile we will always be ready to be innovative, creative, and ready to face any project.