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Software Development Lifecycle

7-1 Final Project

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Sprint Review and Retrospective

Each team member on the Scrum Team is essential for the Sprint. The Product Owner helps to identify the product backlog, propose Sprint goals and helps prioritize the backlog items. As Scrum Master, I work with the Product Owner to help plan each Sprint, ensure that the backlog items included in this Sprint fit into the current plan, and ensure that the Sprint goals being set are realistic. During our daily Scrum meetings, I oversee the communication between the Product Owner and the Development Team. It is my role to make sure that each member is updating the rest of the team on their progress, setbacks, and current plan timeline. I also work with each member to find a solution to whatever setbacks or impediments they might be running in to. One example of this is a developer who approached me about having difficulty recreating a bug reported by a tester to find a solution. I suggested that the developer and tester work together so that the tester could show the specific process they took when finding the bug. The result was that the developer was able to discover the cause of the bug and resolve it that day.

One of the biggest advantages to Agile is clear communication from management down to workers. Being able to have clear and open communication with the Product Owner, developers, testers and even our customers is essential to the Agile Process and the success of SNHU Travel. Our Product Owner reached out to our customers asking questions about what they wanted to see most from our service. Using their answers, User Stories were formulated and prioritized. An example of one User Story that came from customer feedback is the ability to filter vacation packages by price range. This would allow the user to only see packages they know they can afford instead of falling in love with a vacation package only to realize it was out of their price range later. These User Stories would be sent to our developer team to determine a timeline for them to be developed and implemented.

Another benefit of Agile is the ability to make changes to the project plan and timeline a lot easier than if we were using the Waterfall method. While working on our SNHU Travel Project, the Product Owner changed the direction of the project right in the middle of development. It was decided that our vacation packages were going to focus on destinations that allowed for Detox or overall wellness. This meant completely redoing the packages that had already been put together on our site and replacing them with new ones that fit they type of vacations we would now be offering. Thanks to Agile, we were able to communicate this to our development team quickly and come up with a new timeline for when the changes would be accomplished without much delay.

Being able to communicate effectively and openly with the team is extremely important to a project’s success. After learning about the vacation package changes that were being made to our project, it was quick and clear communication with the development team that allowed the project to remain successful. This change was presented to the team right away and was the focus of many daily Scrum meetings to make sure that everyone understood the changes and that the tasks they were working on were the most important and effective tasks to lead us towards our new project timeline. After determining our new timeline with these changes, that information was given to our Product Owner so that are customers and stakeholders could be updated with clear expectations.

One of the main organization tools of the Scrum-agile approach that proved most effective was utilizing burn-down charts. These charts allowed us to track our teams output, displaying what tasks had been completed and which tasks were being worked on, or were taking longer to complete than expected. We referenced these charts at our daily scrum meetings, and I made sure it was a priority that the charts and development team were updated with each member’s current task. By having each member be aware of what work was being done, we didn’t have to worry about multiple developers working on the same task separately and losing valuable time that another task could have been initiated. In addition, seeing each task get completed on the chart allowed the team to visualize the amount of remaining work as they helped it grow smaller with each task’s completion.

The Agile method has helped our SNHU Travel project succeed immensely but it still has both pros and cons to it. Some of the best pros to Agile include the clear and frequent communication between the Scrum team and the customers to allow for changes to be made so ensure customer needs are met, alone with the frequent testing that occurs throughout development instead of at the end allows for fixes to be implemented much sooner in the development process. One of the biggest cons or drawbacks to the Agile method is scheduling or the timeline. Agile doesn’t work off a strict schedule and changes to project requirements can cause deadlines to be extended or missed if not properly handled. Its essential that I work with both the Product Owner and the development team to ensure the goals and deadlines of each Sprint are accurate, realistic, and achievable. Finally, the Agile method relies on a strong and consistent team. If any part of the team is weaker than the other, time and money could be wasted as deadlines go unmet and customer experience declines. I do believe that the Scrum-agile approach was the best approach for the SNHU Travel development project due to its strong standing in communication, testing and customer experience. We use the Agile approach to ensure that customer needs are being heard and that they understand their feedback is being validated and reflected in their user experience.