**Sprint Review and Retrospective**

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All members of the team helped the SNHU Travel project succeed. The Scrum master helped by facilitating the daily stand-up meetings and ensuring that the other team members are fitting in to the agile process. The product owner took the information SNHU Travel told them about their end goal for the project, turned them into user stories, and curated a project backlog, which provides a list of objectives that can be assigned to each sprint. The Tester created test cases for the stories in the backlog, this provides a discrete goal as passing the test means that the requirement from the user story has been met. Lastly, the developer worked on the project directly to try and meet SNHU’s requirements as detailed by the product owner.

The Scrum-agile approach used in this project encourages the sharing of ideas between the team members. More specifically, it encourages SNHU Travel and product owner to interact directly with the developer and tester. Unlike other non-agile methodologies, where the project requirements are rigidly defined without consulting the dev team, all parties collaborate to flesh out project requirements by using user stories. Even though it is the product owner’s responsibility to manage the project backlog, everyone should contribute to the creation of user stories. This collaboration allows the team to elaborate on what could be ambiguous requirements and fill the backlog with high quality user stories.

The breaking down of project requirements into a backlog of user stories makes the project’s development incredibly modular. Once user stories a selected for implementation during a sprint, they cannot be changed. That being said, any stories left in the backlog for future sprints can be changed or even removed. The customer and the team could also add new user stories should the scope of the product expand during the project. This modularity allowed SNHU Travel to swap aspects of the project without disrupting its progress.

As is evident, frequent communication between team members is paramount to the success of any Scrum-agile development project. Team members should communicate in a respectful and friendly manner without being overly formal, communications should not read out like legal jargon. For example, when working on unit tests, the tester asked the product owner for more information regarding SNHU Travel’s current method for listing and displaying travel plans. As another example, when the product owner introduced a slight change to the project, the developer sent them a message saying “Hey {product owner}, could you write up a user story for the new changes? Thanks.” The developer also would have sent a message to the tester when the user story was created. I consider these effective forms of communication as they are short and to the point while still being respectful.

The use of agile project management tools, such as VersionOne and Jira, can help foster further communication and transparency within the team. These can be used as information radiators to view the project’s progress, whose working on what, what needs to be done, et cetera. These tools are also helpful during the Scrum events, as there is a greater visual representation of the tasks the team members will be discussing. Not to mention that it enables anyone who was unable to show up to the Scrum event to participate remotely. Overall, these tools make a dramatic difference when organizing a Scrum-agile development venture such as with the SNHU Travel project.

Overall, I observed this Scrum-agile approach to be very effective throughout the SNHU Travel development project. Scrum-agile allowed for progress to be made on the project before the entirety of its requirements were decided, it gave room for the customer and the team to make changes during development, it encouraged the entire team to communicate, and it pushed the team to be more effective by giving them a personal interest in the project’s success. Having said that, it also forced to team to adapt to a different style of development and may not have given ChadaTech the solidity that the have come to expect, or even require, from development projects. If ChadaTech desires to shift their development process to Scrum, then they should be prepared to make grand, enterprise level changes rather than limiting their focus to the IT structure. In this regard, it might be better for ChadaTech to try a hybrid approach rather than going completely to Scrum, that way they can keep most of the company’s architecture and still have some of the benefits that Scrum provides. In the case of the SNHU Travel project, a hybrid process may have worked better, but the Scrum-agile approach was a definite improvement over waterfall.