Tatiana Case

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Sprint Review and Retrospective

CS 250-Software Development Life Cycle

Southern New Hampshire University

A Scrum Team consists of many roles. These roles are the Product Owner, Scrum Master, Developers and Testers. Each of these roles is vital to the success of a project. At the start of this project, the Product Owner met with the SNHU Travel stakeholders to go over project details, requirements, goals, and deadlines that are being requested by SNHU Travel. Open communication and feedback are necessary between the Product Owner and SNHU Travel to ensure the project’s success. The Scrum Master organizes scrum events, mentors, coaches, and trains the development team. By ensuring daily goals are being met and offering advice and guidance when things become difficult or the team meets a roadblock, the Scrum Master plays a vital role in keeping the project on schedule.

Developers create a plan for the product and adapt that plan daily towards the Sprint Goal. The Developers continuously follow up with the Product Owner and Testers to ensure they provide what is required to keep the project on schedule. This is important because stakeholders can make changes to the product as it is being developed. For example, SNHU Travel decided that they wanted the primary focus to be wellness and detox travel destinations instead of regular vacation destinations. Without proper follow-up from our Developers, this recent change would have been discovered layer and would have cost the team valuable time.

Testers are responsible for the quality of the completed portions of the product and the delivery process. In the SNHU travel project, our testers took the user stories provided, created the steps needed to complete them, and produced pass/fail conditions for each. This allowed the development team to create a plan to meet all the goals and requirements that were communicated by the Product Owner. They also communicated with the Product Owner and Scrum Master by asking related questions about the user stories to get a better understanding of SNHU Travel’s goals for their website. An example of this was email communication to the Product Owner questioning whether the destinations should be displayed from highest to lowest pricing or vice versa.

For the SNHU Travel project, user stories were provided and were used to describe what the users wanted to accomplish with the website and how it should be presented. User stories simplified the descriptions and consolidated each requirement so that developers could clearly understand their tasks. They also provided test steps and expected results. One of the best things about user stories is that they are categorized by priority. From the highest level of importance to the lowest. In this case the user stories were used to describe website features from an end user perspective. This is done to show how different parts of the website will deliver value to the customer.

When the project was interrupted and was forced to change directions, the Scrum-Agile approach allowed the team to adapt to those changes quickly and efficiently. Without adding a considerable amount of work, the team was able to remain on schedule. After the project was already underway, stakeholders advised the Product Owner that instead of regular vacation destinations, they wanted to focus on detox/wellness destinations. After the Product Manager received all the relevant information from the stakeholders, they then met with the Scrum Team and advised the team of the recent changes made. The Scrum-agile approach allowed the team to go back to the Kanban board, make the requested changes, and perform testing to ensure the website contained all the requirements that SNHU Travel requested.

**Examples of Effective Communication**

To: Christy

Subject: User Story design

Dear Christy,

We have begun creating test cases for the user stories you submitted. Thank you for all the information, but we have further questions regarding the overall design of the features. I have included several ideas that the team thinks users would really like. Please see attached document. We hope you will narrow down the options further for us as we will be making every attempt to accommodate all the requested designs into one project.

Best,

Tatiana Case

Email To: Tatiana Case

Subject: Re: User Story Design

Dear Tatiana,

Thank you for the design options! They all so look wonderful, it’s difficult to decide! Based on our user focus group and what was discussed, I am going to ask your team start development on ID:#3 because it is the most similar to what is popular in our competitive markets amongst our demographic of users. If you have any other questions, please feel free to email me! I look forward to seeing the final product!

Christy

**This is effective communication because I asked the Product Owner to clearly relay the requirements of the design. I also included visual examples of design features that would allow the customer to tell us exactly what they would like to include.**

To: Christy Product Owner

Subject: Wellness/detox vacations

Hello,

We on the development team have a few questions regarding the current shift in this project. We have been informed that the new main objective is for customers to be provided with top destinations for wellness and detox vacations. Is this our only projected scope to the customer? Will customers also be able to search for traditional vacation locations? Aside from our current approach, are there specific features we should be implementing as focal points for wellness/detox destinations?

Best, Tatiana Case

RE: To: Tatiana Case Subject: Wellness/detox vacations

Hello Tatiana,   
While we are focusing on wellness/detox destinations, the customer should still have the option to choose regular vacations as well. The wellness/detox destinations should populate as our main vacation offering. To assist your team for the desired search results for wellness/detox destinations; we would like to include sightseeing, hiking, and wellness retreats. These are important features of a possible wellness/detox destination. Please let me know if there is anything else I can do to help!

Christy

**This is effective communication because I, as a developer, asked the Product Owner to clarify the new direction for the website. I also made sure to ask if the detox/wellness vacations were the only searchable vacations or were we still to include regular vacation options. That information ensured that I had all the correct requirements and am working towards the correct goal.**

To aid in the completion of this product, we decided to use the JIRA software. Being able to use Kanban boards helped the team keep track of the project progress in one consolidated area and was extremely beneficial to the team. It provided transparency of work being completed by each team member and allowed us to communicate about it. team capacity. It also allowed the team to visualize their workload and see the progress being made.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

Overall, the use of the Scrum-Agile methodology was the most effective approach to complete this project. The ability to assign roles to team members according to their strengths ensures the best person is being utilized for specific tasks. This leads to faster and more efficient development. The most effective aspect of the Agile Methodology is its flexibility and adaptability. It allows the team to adapt quickly when unexpected changes are made during the process. Scrum-Agile allows for continuous feedback from stakeholders which allows developers to stay on track and meet all their goals. One disadvantage I see for the Scrum-Agile method is its lack of a paper trail. It may be beneficial when tracking progress and correcting bugs. Otherwise, this is the best method to use when developing projects that must be adaptable and changed at any time.

References

Charles G. Cobb. (2015). The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach. Wiley.