**7-1 Final Project: Sprint Review & Retrospective**

Ryan Rieth

Prof. Konishi — CS 250 — SNHU

Review

# Goals of Our Sprint

1. ~~Create a working slideshow of top personal vacation destinations.~~
2. ~~Create a working slideshow of popular destinations.~~
3. ~~Create a working slideshow of popular detox/wellness destinations.~~
4. ~~Acknowledge, accept, and accentuate the Agile mindset by adapting the original waterfall manner of completing projects into the more modern and streamlined Scrum environment.~~

*Nicely done, everyone!*

# Release Demo

We created an interactive slideshow that displays the top five (5) vacation destinations that focus on wellness and detoxing. It works via simple mouse clicks on “Next” and “Previous” buttons at the bottom of the slideshow’s window for navigation. Each press of either button displays a respective photo of a popular vacation destination complete with a title of its name and location along with a description of services offered.

Research was done prior to and during the development process to “keep up to date” with the desirable vacation destinations. Towards the end, the detox/wellness focus was requested by the client to broaden their customer reach and to modernize their services.

# Feedback & Notes

I am very proud of my team and what they’ve accomplished in completing this project. Not only did they deliver a success product that surpasses the client’s expectations and meets every need, but they also adapted from our original waterfall mindset and traversed untrodden territory by embracing the Agile mindset and diving headfirst into a Scrum-driven environment.

The SNHU Travel project succeeded for a variety of reasons stemming from each role within the Scrum-Agile team:

The Developers and Testers not only approached the ever-changing client requests with a relatively open mindset, but they showcased professional and necessary communication in their direct emails to the Product Owner discussing what information they needed to properly meet expectations.

The Product Owner kept up to date with the client’s needs and passed the expectations along with consistent, thorough communication — I and my team, no doubt, appreciated this. Beyond this, our Product Owner really connected with the client-side of the development process and kept my team grounded in the nature of the expectations; it is one thing to know *what*, but it is an entirely different thing understanding *why*, and the Product Owner helped in this regard by presenting the client-side of things with user stories based on reality. Lack of communication is what can ground a project, and our Product Owner thankfully kept the communication at an A-level.

I do not wish to brag, but I must say that even I, the Scrum Master, really aided in this project’s success. My team has done the bulk of the work with their talent driving this project, but I brought to them a proper level of rigidity within the flexible Agile environment that allowed them to easily adapt to the changing environment as well as keep them on the right track without them sinking into nothing but development. Holding the Daily Scrums was my favorite and probably most important part of my involvement as it not only kept me and my team connected with each other but also allowed my team to bounce ideas off of each other in a way that serviced the product’s development thoroughly. This facet really brought the implementation of user stories to completion as the team discussions layered different perspectives on otherwise arbitrary narratives.

The Scrum-agile approach not only supported user story completion but also project completion when hiccups arose. The biggest obstacle was reigniting my team’s enthusiasm when the client requested such as shift toward detox/wellness vacations. My team, initially, felt all previous work was irrelevant. Not only that but having difficulty in adapting the shift solidified the “funk” for a bit. Reminding them that Agile is built on flexibility, change, and failure perked them up alongside constant communication with the Product Owner on the *why’s* behind the changes. The Scrum-agile approach solved this because it is founded on communication and adjustments, communication *on* adjustments, and communication *about* adjustments.

It has already been stated, but the communication in this team has been astounding and is, what I think, the most prominent reason why the project succeeded to the level that it did. My Developers and Testers directly emailed our Product Owner with questions, comments, and concerns when they appeared. I could not always be present or communicate between teams and departments; my Developers and Testers communicating in the manner that they did eliminated any misunderstanding about the client’s desires and kept the team on a proper track towards completion.

Scrum-agile has been quite an adventure for me and my team, but it was an effective one. The nature of this project was engulfed by change — consistent, sometimes immense change in requests, functionality, focus, etc. Agile allows flexibility from the get-go, and this safety net of flexibility cements the rest of the mindset in success if nurtured correctly. This nurturing comes in the form of communication between team members and between teams. Flexibility and communication are two of the Agile approach’s greatest pros while its learning curve and plethora of nuances are, perhaps, two of its greatest cons. My team did such an amazing job, but they still found difficulty in understanding aspects to the Agile mindset or even breaking into the aspects. In other words, the stress they felt when they did feel stress was arguably greater than, say, if it were felt in a waterfall implementation because there was stress in request changes and stress in understanding Agile overall.

In the grand scheme of things, though, I believe the Agile-approach was the best way we could have tackled this SNHU Travel project because the project itself exhumed a necessity for flexibility due to change — sometimes, immediate change. Waterfall would have caged the development life cycle in too much rigidity for this project; if the project had been more thoroughly understood from the beginning and was more rigid in its pre-development, then maybe Agile would have been unnecessary. However, that was not the case here, and my team succeeded to the level they did not only because of their exceptional hard work and talent but also their implementation of the Scrum-agile environment.

# Next Steps…

*Further adapt to Agile and embrace its flexibility and modernity with each upcoming project, building on strengths and developing ways to overcome flaws in our approach…*

Retrospective

* What went well?
  + We tackled obstacles in development as a team with great communication between in-tier team members and upper management.
  + Trust flourished as an air of communication and openness permeated the environment.
  + Proper time and utility management was implemented as non-essential tasks and unimportant ideas were consensually delegated.
  + Communication flourished with emails between Product Owner and Developer(s).
* What went less well?
  + The client did not provide ready information at a consistent pace.
  + Team enthusiasm at times plummeted with rapid change requests from client/Product Owner.
  + Great communication within teams but between teams could be better.
* What do we want to try next?
  + Invite Product Owner into Scrum meetings instead of just informing on results of meetings.
  + Invite client(s) to facility to build repertoire further than distant communication can (if possible, naturally).
* What puzzles us?
  + When will “final rendition” results come through?
  + What is client’s opinion on quality of overall result?
  + How can Agile be further accepted in work environment?