Phillip Hogan

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Sprint Review and Retrospective

A Scrum team is a collection of individuals working together to deliver the requested and committed product increments. The roles on a Scrum Team are Product Owner, Scrum Master, Developer, and Tester. Each role plays a key part and bring specific skills to the team to be able to help deliver a quality product.

When it came to SNHU Travel project, the Product Owner did a great job spear heading the agile scrum approach. The Product Owner is the team member who knows what the customer wants and the relative business value of those wants. The Product Owner can translate the customer’s wants and values back to the Scrum team. In the progression of the project, I found that the Product Owner did a great job getting all the detailed wants and requirements from the customer during the initial meeting. I also thought that communication was very efficient when it came to discussing these requirements to the Scrum Master in a way that could translate clear understanding back to the Scrum Team. This is key because it helps the team decide what requirement is most pertinent to complete first.

As for the Scrum Master in a Scrum Team, their role is to help keep the team accountable to their commitments to the business and remove any roadblocks that might impede the team’s productivity. They meet with the team on a regular basis to review work and deliverables, most often in a weekly cadence. When it came to the SNHU Travel project, I think the efforts of the Scrum Master by organizing the events for the Sprint were key. Continuous daily communication in the Daily Scrum helped clear any uncertainty the team may have had. This event helped communicate some user story changes that needed to be made in order to hone in exactly on what the customer was expecting when it came to some functionalities of the system.

The Development Team, which included both the developer and the tester, are structured and empowered by the organization to organize and manage their own work. The resulting synchronicity optimizes the Development Team’s overall efficiency and effectiveness. The Developer is the professional responsible for creating the projects deliverables and work to deliver a releasable increment of the product at the end of each Sprint. When it came to working with the Developer in the SNHU Travel project, I think they did a good job by identifying key deliverables by using estimation processes. It allowed the team to be able to identify which deliverables are most important. It also helped the team identify which deliverables would be most difficult, which helped us prioritize on how we would approach each task. This led to us be able to create a well-documented backlog and understand user stories approved by the Product Owner. The tester is a person who is responsible for identifying the process to test the product and ensures that the product meets it specifications or requirements. The Tester is known as the Customer Advocates because they test the product from a customer’s perspective. In the project, the tester did a great job of working with the developer and the product owner by actively communicating with both parties to understand what the expected behavior should be and to understand what the customer is expecting. With this understanding they were able to put together detailed test cases that meet all the requirements to deliver a quality product within the Sprint parameters.

The Scrum-agile approach to the SDLC of the SNHU Travel project helped greatly when it came to driving the user stories to completion. The Agile approach refers to software development methodologies centered around the idea of interactive development, where requirements and solutions evolve through collaboration between self-organizing cross-functional teams. The continuous collaboration within the team and with the customer allowed the Scrum Team to gather the detailed requirements that served as a building block to how the team organized deliverables for Sprints. It also encouraged flexibility in the development of the project. A good example of this is when it came to developing how the Top Destination user story would be displayed. The developer and the tester had one way of thinking of what they expected behavior would be, when in all actuality there were some specific changes that needed to be made to meet the customers needs. This change was able to be made because of the continued collaboration between the Scrum Team and the customer.

The agile approach works great when a project abruptly is interrupted during the development. When things like this happen, it is an easy to stop the current task that is being worked on and adding it to the backlog for the Product Owner to manage. If a task in the backlog becomes more important, it very simple to move that task to the top of the list. Also, because these tasks have already been assessed by the Scrum Team with estimation processes, it makes it a smooth transition for the team to move into because they have already had a discussion on how they plan on attacking the task and what work needs to be done.

A few examples of good and efficient communication came in different avenues during the development process of the project. The first example is when I used the Daily Scrum to ask other members of my team what the expected behavior for the Top Destination feature for the project is? This was a good example of using efficient communication because I had everyone in the same meeting providing clarity on what is expected. Another example is when I was a tester and I utilized email to contact the Developer and the Product Owner to gain clarity on what the customer should expect when it came to a feature. Not only did I get the perspective of what the Developer is creating but I also received the perspective of the Product Owner, which is working directly with the customer. This allowed me to take in both perspectives to create a very detail test cases for testing.

The Azure Board was key for us in keeping everything organized. We used this all the way through the Sprint. Starting with the Sprint Planning, it allowed us to document all the task on the Azure Board so that we could have a visual of everything that needed to be done. As we move further in the process, it allowed us to be able organize what needed to be done first and as we completed tasks, it gave us a visual on what had been completed. We used the Daily Scrum in conjunction with the Azure board to discuss what we were working on, what we were having problems with, and what we planned on working on next once we completed a task. In the event of a change in priority when it came to tasks, it made it very simple to reorganize what needed to be done. Finally, when it came to going back to review what we had done and assess what would need to be done for the next Sprint, it gave us a clear view on what we could discuss.

The Scrum-agile approach was, in my opinion, the best way to go about completing the project. I say this because the approach is flexible and when compared to other approaches such as the Waterfall approach, it seems to be most collaborative way to get the best work out of the entire team. The Scrum-agile approach works parallel with change in the development process, which is key because you never know when a customer will change their mind on what they want. It also allows you to really get know your team that you are working with because it encourages collaboration. It also encourages growth within a team because there is always a review process of what was done in the previous sprint to see what could have been done better, which can be applied to the following sprint. Some difficult points about this approach are that it can make you pivot your focus at the drop of a dime. So, you always must be ready to work on something different if the project requires you too. Which can sometimes make your mind wonder from the task at hand. All in all, I would use the Scrum-agile approach for my next team project and encourage others to use it as well.