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CS250

Sprint Review and Retrospective

Throughout the duration of the Sprint, there were four roles that contributed to the success of the project. Firstly, the Scrum Master contributed by organizing and administering Daily Scrum meetings so the team could quickly discuss their work with one another. In addition, the Scrum Master was also responsible for ensuring that everyone spoke up during meetings and made themselves heard if they had any questions or blockers. Secondly, the Product Owner contributed by meeting with stakeholders and creating a Product Backlog based off of their user requirements. In addition, the Product Owner was also responsible for meeting with stakeholders throughout the duration of the Sprint and adding any additional requirements they wanted to the Product Backlog. For example, the implementation of a slideshow for your top 5 destination list. Thirdly, the developer contributed by working off the product backlog and taking these user stories into consideration as they developed a functional product. For example, the slideshow that was created, was created by the developer after they reviewed the requirements set forth by the Product Owner. Finally, the tester contributed by forming clear pass/tess requirements for the various user stories. For example, one user story was the creation of a top 5 destinations list. The tester was responsible for taking this into consideration and creating parameters that must be met for this task to be acceptable.

A Scrum-Agile approach to the software development life cycle helped user stories come to completion by creating a flexible environment where they could be updated with new requirements. For example, originally there was a request for a top 5 destinations list to be created. However, later in the Sprint, it was requested that this list be shown in the form of a slideshow, instead of a webpage that you scroll through. This helped the user story come to fruition as it enabled an environment where such a change could be made this far into development.

A Scrum-Agile approach supported project completion despite interruptions and changes by creating an environment where such changes are actually expected. By creating an adaptive environment it enables the team to swiftly change project requirements based on customer needs. For example, originally there was a request for a top 5 destinations list to be created. However, later in the Sprint, it was requested that this list be shown in the form of a slideshow, instead of a webpage that you scroll through.

Below are two samples of communications in the form of emails created throughout a couple of the journals created earlier on. One is addressed to the Product Owner and the other is addressed to the Tester, where both I am acting as the developer.

Hey Product Owner,

I just wanted to confirm with you about the Product Backlog regarding moving towards a slideshow style of presentation. I understand the Product Backlog has not been fully updated since, could you get back to me about this when it is most convenient?

Thanks, Developer

Hey Tester,

I just wanted to check in with you regarding the revised test cases you put out for the slideshow requirement of the project. Test Case #1 leaves some room for interpretation on one of the pass/fail requirements, could you get back to me so we can discuss this?

Thanks, Developer

While all the Scrum-Agile principles are important, I would argue that there were two principles that contributed the most towards the Sprint. Firstly, I believe that Iterative Development was the most important. This means that development is done in small, iterative cycles that focus on producing smaller but functional pieces of software as soon as possible. This is important as it means you have something to show for your work much earlier than you would with a traditional approach. Also, being able to show the stakeholders functional software is important as it will give them time to provide feedback and determine if it is what they had envisioned. Secondly, I believe collaboration was also extremely important. Being able to successfully communicate and collaborate with your team members is important as it enables you to seek help or clarification if you need it. In addition, it provides an avenue in which everyone can ensure they are on the same page and working towards the same end product. One tool that can be very helpful when related to Scrum, would be Jira. Jira is a software that assists with creating an interactive, digital product backlog where you can assign various team members to their tasks. This helps with organization, but it also primarily helps with organizing the Daily Scrum that the team will have every day.

Some of the pros in using Scrum for the SNHU Travel project is that it helped to create an environment that encouraged change and placed an emphasis on creating functional software. For example, a functioning top 5 destinations list was created very quickly but was then changed into a slideshow as a result of stakeholder requirements. However, one of the cons of Scrum is the same as one of its pros, it puts a great emphasis on creating functional software as quickly as possible. While this is important, this creates an environment where the team is incentivized on focusing on low-hanging fruit. For example, the top 5 destination list was important during the project. However, a more important task was the creation of profile customization which would then link into other requirements that the stakeholders wanted. The issue with this however is that the creation of profile customization and properly implementing it into working with other user stories is more time-consuming and technically difficult than just creating a top 5 list. So in pursuit of creating functional software as soon as possible, situations such as this can easily happen. Despite some of the flaws that a Scrum-Agile approach does possess, I still believe that a Scrum-Agile approach was best for this project. The SNHU Travel project was one that focused heavily on the stakeholders and was very clearly subject to changes depending on the stakeholders’ desires. As a result of this, a Scrum-Agile approach is better-equipped in handling this scenario.