**Final Project: Sprint Review and Retrospective**

Adam Benoit

Southern New Hampshire University

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Gene Rodriguez M.S, MBA

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All roles of our Scrum agile Team contributed to our success of the SNHU Travel project. The role of Product Owner was vital to the success of the project in a number of ways. One way that the product owner played an important part was that they were the communication between the team and the client. This allowed for the client to be involved throughout the process and making a better product for them. This also allowed the client to make adjustment to product during production, increasing the quality they were originally looking for. The Product owner was responsible for taking the information that the client was giving them and turning them into a user story. These user stories would take a function the client wanted to implement and would explain in a statement of what they were looking for. Then underneath the statement there would be a list of the acceptance criteria so that the team knew what need to be done to make the client happy. The product owner also managed and the backlog priorities so that the rest of the team knew what needed to be worked on first and what could be secondary.

Two more vital roles for our team were the developers and the testers worked together to finalize the product for the client. The tester was responsible for making test cases from the user stories supplied. These test cases were vital for the developers to be able to know what is expected. The test cases showed the logical steps that a user would have to work through and the expected results of those steps that would complete a user stories requirement. The developer contributed by working the backlog of priority user stories and test cases to make a product that the client has outlined that they wanted. This contributed to success by taking all the information and making a product that the team and client was happy with.

Lastly for roles in out scrum team we had the scrum master that also played an equally important role. The scrum master was senior member of the team that was responsible for keeping everyone on track and helping where needed. They were also responsible for creating the Team charter at the beginning of the project. This allowed the team to see an overview of the upcoming project. It outlined potential timeline and project risks that may occur during the agile process. It also told members what was expected of them from behavior to how they were supposed to communicate with each other.

The Scrum Agile approach taken during this project helped each of our user stories to completion in a couple of ways. By breaking down what the user wanted into to stories and performing tests on the individual stories we were able to catch problems as they occurred. This is different from waterfall because the testing wouldn’t have been done until the end and fixes would have less time to be implemented. The approach also assisted by creating test cases that would outline specifically what needed to be done so that the user stories requirements were met.

During the project for the travel team, we had two instances of when the project took a different direction and because of the agile method we were able to adjust. One instance was during the writing of the test cases. The tester wrote out scenarios for the test cases but was lacking information and had to reach out to the Product Owner. The product owner replied with an adjusted requirement from the client and the test cases had to be rewritten. The flexibility of the agile method allowed for the communication to occur and for the tester and product owner to communicate and make the needed changes. Another event that had occurred was closer to completion where the client wanted to take a more direct approach for the site to recommend health and wellness for its vacation destination suggestions. At this point the developer had already began developing the app the for general vacation spots. The scrum agile approach allowed the Product owner and tester to get the needed information to the developer so that they could make the needed changes to product being created.

Sample Email 1:

Dear Product Owner and Tester

I will be moving forward with development in the new direction that was discussed in today’s earlier meeting. I have begun making the changes but need some follow up information from the both of you to make sure that this change in direction is as smooth as possible. I would like to have the user story for this change so that I know what is expected. I would also like to have test parameters as soon as possible so that I know how the code should behave and what will make it a quality that the customer is expecting. Also, if possible if we could clear up some time for all of us to sit down and go over the changes with more detail, I would greatly appreciate that.

Thank you

Adam Benoit

Sample Email 2:

Dear Christy, (or Product Owner of the user story)

I have looked over the user stories that you have provided but I have some follow up details I would like to go over before we get started. One being for the price range setter for searches done by users. Should it be located next to the search bar for the user to set the range before the search is entered or after the search is completed or would you like the function to be both options. Also, what is the format of the pages, for example should it be picture then description left to right or picture with the discerption below the picture.

Thank you

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Above I have two emails between group members showing effective team communication to support the project completion. Both emails are effective one because they are clear in what information they are asking for from the other team members. In email one the developer is asking for the information needed to make changes to the code after the client has asked for us to switch the site to suggest health and wellness locations. It encourages collaboration also because it asks for them to fix the user stories and test cases so that the project can be finished correctly. Both also asked for a sit-down meeting, if possible, to clear up any confusions about what is being asked. For the second email it was the tester asking the product owner to clarify the user stories and the requirements for them. This was effective because it helped the tester know what was expected and this allowed for more accurate test parameters for the product.

During the course of the SNHU travel project many organizational tools and agile principles played an important role in our team being successful. One such tool was the use of user stories within the team. This allowed for tasks to be organized based on priority and allowed team members to estimate the time of completion for such tasks. This allowed for more accurate planning during the sprint planning phase by showing the team what needed to be done. It also assisted with keeping everyone on track with they needed to be doing during the sprint by keeping tasks updated. One of the principles that our team worked great with was welcoming changing requirements even late in development. We were able to get the change near the end of sprint about focusing on more health and wellness features for the travel website. We accepted this and made the appropriate changes that made the website work great.

The overall effectiveness of the Scrum agile approach we took for this travel project was very effective. The major pros to take away from this project are that we were able to communicate effectively as a team to get a proper product for out client. Another pro is that with constant testing of the product in sections we were able to delivered a working product that we were certain would work when presented to the client. Also, with constant feedback from the client through the Product owner’s updates we were able to adjust the project to fit the clients needs throughout the process. Some cons would be the last-minute changes that can occur in this method from clients. Even though I had feedback from clients as a pro last-minute changes can be upsetting to teams that are near completion and feel like they have to start from scratch. Another con can be that sometimes the constant meetings everyday can feel repetitive and unneeded at times when working on projects. Some may view these meetings as potentially taking time away from working on projects when a follow up email could get the job done also. This approach was the best for this project because it allowed for the flexibility to make the needed changes throughout the project. Following the older method of waterfall, the change to implement a health and wellness focus may never have been brought up or even attempted due to the nature of the approach. But with the agile method we were able to create a product that the client wanted and was happy with.