Sprint Review and Retrospective

The SNHU Travel project over the past few weeks has developed into a great design and program between my team and I as we all came together as a group and worked out numerous issues and adjustments. Starting with the project owner has they provided us with the information and requirements needed to complete this project. Establishing the back log was imperative to the success of this program. Having the meetings and face to face communications with the stakeholders and end users kept everyone updated with the plans and features of the project. The project owner gathering the information from the owners helped the team to design the necessary top five vacation spots for the website, and to adjust the prices from the lowest to the highest because the owners needed the website to address this when the users navigated the site.

Product testing was crucial to the improvements of the program. The product tester ensured that the program worked correctly and to be user friendly for the end user. Not only did the tester test the program for issues or workability, but also recommended any changes to the program that would have involved a shorter coding process. Adapting to the changes that came from the owners was vital because of the interval processes designing the program to match the requirements and adjustments for the stakeholders and owners.

Developing the product was a success because of the developer within the team. The developer designed and distributed the program within critical time restraints. Having the developer design and program the website to be user-friendly helped the end user navigate the software easily and informative about the vacation spots and price ranges.

The Scrum-agile approach was very effective to this program because of the user stories completion within the application. Having to prioritize the stories and develop them was key. Our top story was to have a link to click to adjust the price ranges per vacation spot based on the budget of the user. Designing the code and testing it proved to be successful within our team. Our second story that was a medium priority was to design based off type of vacation. The team designed a filter button for the end-user that broke down the type of vacation spot based on type. Finally, the last story was a customizable destination list based off profile of user for future uses. Collecting information on past uses and developing a process for the user to revisit the vacation spot.

After numerous meetings and reviews from the team and stakeholders, there were many changes in the program that involved interruption and direction. Having the scrum-agile approach made this easier because of the interval sessions and reviews from the team. Instead of wiping the whole program, we were able to make these changes in small increments during the process. When the stakeholders wanted to redesign the program based off prices and type of vacations, we were able to complete it because of the agile approach.

Communicating with the team on a constant basis and having the necessary meetings, I was able to communicate with the members effectively. Having the emails channel open I was able to address the concerns and improvements through this communication. Also, the product owner addressing everything needed effectively, I can move forward with this information to my team in a timely manner. Having this open communication and making these decisions based off the owner's information, we were able to complete the process effectively for SNHU Travel.

The tools necessary for this program consisted of scrum meetings and standups, white boards and internet tools such as “VersionOne Tracking tool”. Having the collaboration was successful between everyone involved in the program. Value-based prioritization was also effective to tackle the most concerning problems and concerns at first hand. By utilizing time-boxing was critical for the iterative development of the software to be produced within the required time frame.

The scrum-agile approach during this process had its pro’s and con’s. Between the agile approach and the water-fall approach. Taking the agile approach made the program and development a lot longer due to the iterative meetings and changes, taking a water-fall approach would have been more straightforward in the design and production of the software. The agile approach would be the best approach because of how more in-depth the approach is with the iterative processes so that you can make the necessary changes and development within the required time frame.

References:

*Charles G. Cobb, 2015, The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach.*