Sprint Review and Retrospective

The success of the SNHU Travel project using the scrum-agile approach can be attributed to the efficient collaboration and contribution of each role in the scrum team. The product owner played a vital role in defining and ranking all the features for the SNHU travels project via user stories. User stories were short descriptions of a feature from a user’s perspective. One user story that was incorporated had a top five destination list so users could see the most popular vacation packages. They worked with our shareholders to understand the business needs and translated those into a prioritized backlog with the help of these user stories. The backlog required continuous updating due to changes in priorities during each sprint and the product owner managed this backlog. The product owner also maintained an open line of communication with the shareholders to ensure that their feedback was incorporated into the product. And lastly, the product manager also participated in sprint reviews, providing feedback to the developmental team. This helped deliver a product that met the needs of SNHU Travel.

The scrum master helped to facilitate all scrum events like spring planning, daily stand ups, spring reviews, and retrospectives. The scrum master ensured that the team adhered to scrum practices. They acted as a coach to the team with an agile mindset and helped to remove any obstacles the team faced. They addressed issues the team faced whether the issue was big or small, and by clearing any impediments the scum master enabled the team to focus on their work. The scum master also promoted a positive atmosphere and their positive energy helped foster a productive environment where the team could flourish. By encouraging a team environment, the team was more motivated and engaged and this led to higher performance from the team. The scrum master also facilitated the teams’ retrospective meetings and encouraged honest discussions about what went well and what could have been improved. This helped the team identify improvements quickly and implement them, which led to the success of this project. Continuous improvement is a fundamental aspect of the Scrum framework, and the scrum master was very important in ensuring continuous improvement within the team.

The developers had diverse skills and they collaborated closely, often partner pairing in coding practices, to ensure that everyone had a shared understanding of project goals. The team took ownership of their work and relayed any obstacles in their way to the scrum master to overcome them quickly, regardless of how small the obstacle seemed. One obstacle faced was the sun was too bright in the daytime so the scrum master was looking to get curtains to block the sun so they would not glare on the developers monitors. The team self-organized to deliver their increments during each sprint of the project and this led to an increase efficiency among the developmental team. The team adapted incremental development by delivering small parts of the whole project during each sprint. Incremental development allowed for regular feedback from stakeholders which resulted in improvements and allowed the product to evolve in response to changing requirements. Specifically, when the type of vacations that SNHU Travel wanted to promote changed. This change did not stall development as change was accepted during the process. During sprint planning the developers worked together to select items for the upcoming sprint by estimating the effort of each item. This led to delivering a shippable product increment by the end of each sprint. This communication and collaboration were paramount in the success of this project.

The tester also played a pivotal role in the developmental process of the SNHU travel application. The tester created test cases from provided user stories by working close with the product manager and shareholders. The testers ensured that the features of the SNHU travel application are aligned with the intended functionality of the software. Well designed test cases are necessary for efficient testing and to identify any potential issues. Testers are more than just someone who tests functionality, they also need to understand what the user wants so they can incorporate a better test case and help align with end user’s expectations. In summary, the testers’ role was integral to the success of SNHU travel project by ensuring the reliability of the product and that it met the user expectations.

The scrum-agile approach was a great choice for the SNHU travel project as the travel industry needs a flexible and customer centric approach. The scrum-agile approach allowed for the flexibility to adapt to changing requirements as we saw with the types of vacation packages changing. This was beneficial as the travel industry can change on a whim. The sprints allowed for iterative delivery of small portions of the product which allowed for early feedback on each portion. This enabled the team to make adjustments as needed. And the regular retrospectives facilitated by the scum master allowed the team to reflect on their work and make improvements that were needed. This led to a more effective developmental process. There were some bumps along the road shifting from the waterfall method. The steep learning curve was noticed but the scrum master was effective in keeping the team on track. The scum framework requires active participation among all team members and our organization was not used to this level of involvement, so it took some time to adapt. With training and support these challenges were mitigated. Overall, the scrum-agile approach was the best approach for the SNHU travel project.