**SNHU Travel Sprint Review and Retrospective**

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A Scrum-Agile team consists of, but is not limited to, a scrum master, a product owner, a tester, and a developer. The Scrum master helped guide the team to adopt the agile practices and ensured important Scrum meetings were kept on track and in an academic journal that talks about the benefits of using Scum, the author Kurina and others, describes a Scrum master as, “A developer who controls and ensures team members to follow the scrum rules in practice” (Kurina et al., 2018). The Product Owner acted as a bridge between the clients and the Scrum team. In this specific case, the Product Owner also handled important information such as the product backlog and updated the Scrum team when crucial changes from the clients needed to be made. Without the Product Owner, the important level of communication would be nonexistent, and the clients would not be satisfied with the product. As described by Charles Cobb, “The Product Owner is responsible for maximizing the value of the product and the work of the Development team” (Cobb 2015). Without the leadership of the Product owner, the rest of the team wouldn’t get important information or documents such as the backlog that would help create the user stories needed to have successful progress when creating the product. The testers and the developers are important in the Scrum process are important as well because they are the individuals who develop the product and according to Charles Cobb, “The Development Team consists of professionals who do the work of delivering a potentially releasable increment of “Done” product at the end of each Sprint” (Cobb 2015). For example, when I was acting as a developer and had to accommodate new changes made by the Product Owner and the clients of the SNHU Travel project, it was important to have a Product Owner who had communication with both the Scrum team and the clients because the alternation of the project would not have been enforced and the wants and expectations of the clients would not have been made (*CS250-Module Five: Product Owner and Scrum-Agile Team*, 2024).

User stories are short descriptions of what the clients want, need, and expect the product to be. Taking information from the Product Backlog, provided by the Product Owner, User stories can be used as guidelines for the Scrum team when developing and planning for the product. In a report specifically about user stories, “User Stories serve both to estimate effort, generally measured in Story Points, and to plan what should be done in a Sprint,” and, “User Stories are a central piece in the development of requirements for teams that use agile development” (Da et al., n.d.). The Sprint goals in the Scrum-Agile approach give the Scrum team purpose in what efforts they make to create the product. Specifically, an example of this would be when I was developing User stories based on the clients’ wants, needs, and expectations of what they believed would be successful product for the SNHU Travel website. The clients asked for specific things such as wanting the website to have filters for personal preferences as well as setting price limits on the destinations provided (*CS250-Module Three: Product Owner and User Focus Group*, 2024). These scenarios were able to be conducted thanks to the Product Owner and their connections to the clients that helped complete the user stories as well.

Scrum meetings are important, and it is essential that nothing interrupts the meeting or distracts the Scrum team members. Scrum Masters are also important when it comes to dealing with distractions and making sure the development team is following the Agile guidelines. During the Scrum meetings, the Scrum masters oversee directing the events happening and keeping track of what happens in the past, present and future meetings. For example, in a mock video about what occurs during a standard Scrum meeting, there was a scenario where the team members of the Scrum team wanted to discuss other topics that did not pertain to what needed to be discussed in the Scrum meeting and the Scrum master told the team members that the other topics can be set aside and talked about later. This diversion allowed for the meeting to continue as planned and the Scrum team members did not feel like their concerns were dismissed and not considered (*Daily Scrum Meeting*, 2024). Agile methodology is perfect for scenarios such as this because of its tendency to be flexible and forgiving to unplanned situations.

As said before, communication is important especially when it comes to promoting a teamwork environment. Having a proactive Product Owner and a Scrum Master can make it an easier process to communicate important matters between the Scrum team members and the clients. With the use of the Product Owner, there is a bridge of communication that creates a voice for the clients so that the product is modified with all the client’s wants. For example, in an attempt to communicate with a mock Scrum team about additional information about User Stories, as a Product Owner, I created an email that outlined what I expected from the team and this was my introduction to experience with communication. Writing emails or having regular meetings with the Scrum team helps with communication about anything that needs to be addressed. Specifically, the email warranted immediate response for additional information from the user stories that needed to be revised, and this form of communication is effective especially since it creates an opportunity for communication. If people feel like they are being listened to then they will be willing to bring their best work to create a successful product.

Organizational tools such as the product backlog that was provided by the Product Owner helped me and my team be as successful as we could be. Charles Cobb states, “The product backlog is a very important tool in an agile project for maintaining a prioritized queue of project requirements” (Cobb 2015). When it came to preparing and developing the SNHU Travel website, it was imperative that the product backlog was present, especially since it gave the entire team a goal to have in mind so that we can all be on the same page. Also, after reviewing Amazons use of Agile, my team and I kept in mind a couple of important principles of agile, which were, “Strategies and tactics are highly adaptative, responsive, and change is welcomed,” along with, “Support relentless and sustainable innovation and progress. Change is constant, and the pace never slows” (Leather, 2017). These are just two examples of what my team felt was important, especially when developing the ever-changing SNHU Travel website. An example would be when the Product Owner relayed information to the Scrum team about how the clients wanted to change the basis for the website so that it would be revolved around destinations that focused on health and wellness (*CS250-Module Five: Product Owner and Scrum-Agile Team*, 2024). These agile principles came into play especially since welcoming change allowed for the slight adaptation to the SNHU Travel website and this can be considered a pro when using the Scrum-Agile approach. Considering that the Scrum-Agile approach allows for flexibility when developing this SNHU Travel website, one minor flaw that comes to mind is that the team is in uncharted territory and that using agile can be challenging if an individual is unfamiliar with this practice. Otherwise, taking the Scrum-Agile approach is the best choice and it is the right approach for the SNHU travel project.

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