[Annika McMullen](mailto:annikamcmullen@icloud.com)

CS 250

Final Project

20 February 2022

Sprint Review and Retrospective

As we draw to an end of our sprint, it is important to recognize the progress that was accomplished on the SNHU travel project. The team utilized a Scrum-agile approach in order to create a deliverable product that met all of the goals set and matched the product vision. This was only possible thanks to the hard work of our team. Our team consisted of our developer, product tester, product owner and myself, as Scrum master.

Looking closer at our team we can attribute our success directly to the work accomplished by the individual roles than make up our team. Our developer for instance can be credited with implementing the changes given by the Product Owner and Tester. We saw this in the physical pivot of the product to a wellness and detox vacation focus. The Product Tester who is in charge of developing and furthering test progress and product quality. A direct example of this would be the Product Tester using a test group as a tool in order to receive consumer feedback. Our Product Owner’s responsibility was to know the clients’ needs, evaluate the ongoing product, and communicate between the stakeholders and the development teams. One of the agile tools utilized to accomplish this would be user stories. These descriptions of product features from the perspective of an end-user gave our team a deeper understanding of the utility of the features included.

Looking deeper at our practices it is simple to see how our agile approach to the Software Development Life Cycle (SDLC) aided user stories to come to completion. The SDLC from an agile approach is a very incremental process. Each iteration or Sprint delivers some variation of the final product. This aids the agile goal of being adaptive and fluid. When our product owner created user stories based off the group input we were able to deliver features that consumers were directly asking for. For instance, multiple times a need to be able to restrict the vacation types shown was mentioned. This upon further reflection led our team to realize the larger feature being requested was personalization. At this point, we were able to try and create features that met this need. Our Product tester was able to create test cases and then as a result of the iterative approach of agile, we even created revised test cases that further developed on the original need stated. We saw our original user stories developed in an iterative manner and delivered a final product that captured the product vision but also adapted to our product’s changing needs.

Throughout the course of our product development, we saw interruptions and even changes in our overall project direction. As the team worked we naturally found ourselves adapting the product direction. This was evident when the communication between a Tester and Product Owner is considered. In the email we saw the Tester asking for clarification on the specific details that would come together to create our final product. Some of the decisions we made at this stage were minimal or cosmetic, such as the form of header used. However, other decisions formed here had a larger impact on the overall product. Including a mobile app and how its functionality should be implemented was one such large scale decision that had larger implications for the final product. Agile approaches are known for being adaptive and we saw that first hand as our product developed and changed throughout the course of the Sprint. Even after we developed features from the user stories, created test cases, revised the test cases, etc., we still had to adapt as we were given the goal to pivot towards a focus on wellness/detox vacations at a late stage. In a waterfall based environment this change easily could have set the team behind or been difficult to implement. However, because of our agile approach we were ready to change as our goals shifted. Requirements and plans for the product as well as results, are continuously evaluated and communicated between the whole team. This high level of communication and collaboration that the agile methodology is known for is what allows our team to handle interruptions or changes in product vision.

The behavior that was most crucial to delivering a solid final product that satisfied all parties was communication. We saw effective communication at all stages of the Sprint and between all members of the team. Between Daily Scum meetings and wireframes all members of the team were kept on the same page as to goals and expectations. The following is an example of such successful communication:

Dear XXX (Product Owner),

I took the time to review and reflect on the wire frame you sent over. While the information it provided is invaluable, my team and myself require some additional information. This would best be accomplished by an increase of the sample size. It is hard to test user features with a minimal amount of feedback. Also, the aforementioned wireframe was broad but provided a great jumping point for the team. If we were to provide our test cases and receive a second response, I could further revise the test cases. This would best aid us in our goal to provide a great project.

Thank you,

[Annika McMullen](mailto:almcmullen@mail.bradley.edu)

We see in this email from a Tester to the Product Owner an example of efficient communication. The email is not over burdened with excessive information or communication that is not necessary. Instead, it directly outlines the points that the Tester requires clarification on. Not only are needs expressed but the logic behind these needs is as well.

We utilized a wide array of organizational tools and Scrum-agile principles in order to be successful. One of the most crucial and effective tools would be the development of user-stories. This was a great starting point at the beginning of the Sprint as it broke down the big picture goal into smaller, manageable tasks we were then able to sort into the backlog based on priority. They also helped develop and maintain a timeline within our Sprint. The above mentioned Sprint backlog was another crucial tool throughout the Sprint. During the initial Sprint planning stage, we sorted and assigned tasks based on priority. By having a clear idea of the small tasks needed in order to meet the overarching goal, our team had direction and control over the planning of the Sprint. We saw the backlog used during all the stages of the sprint, such as the Sprint planning stage, during Daily Scrum meetings, and throughout the Scrum Review stage. All of the organizational tools and Scum-agile principles prioritized communication and clear goals for not just individuals on the team but the team as a whole. The transparency these tools and techniques offered helped everyone on the team meet product expectations.

Our team learned first hand the benefits and drawbacks of a Scrum-agile approach as we worked on the SNHU travel project. As we saw with the transition in focus from general vacation packages to wellness/detox vacation packages, the fluidity and ability to adapt that is inherent of an agile approach is massively useful. We were able to adapt our product vision quickly and efficiently because we were working in an iterative manner. These short cycles allowed for change based on feedback easier than if we were working in a more linear, or waterfall, way. One drawback of the agile approach is that it is completely dependent on the team’s communication skills and desire to participate. Since the entire process is mostly based on communication, one team member not participating can derail the whole Sprint. In the context of our team working on the SNHU travel project, all of our members communicated well by constantly being in contact and contributing meaningfully to the conversations. As we made changes we had to test, and test again. A possible issue that could have occurred as we worked in an agile way, was to not test enough. As we made changes, we took our test cases and created new test cases. Not being aggressive enough with testing could have led us to a product that didn’t match the final product vision or was ineffective. For our team as we worked on the SNHU travel project, working in an Scrum-agile way was highly effective.