*Andrew Riley*

*CS-250-T2604 | Software Development Life Cycle*

*snhu Travel*

Sprint Review and Retrospective

Every member of the Scrum-agile Team played a vital part in the success of the SNHU Travel project. As the Scrum Master, I was responsible for creating the Team Charter, which described the vison and mission statement, assigned the members of the project team, set the success criteria and key project risks, as well as set the rules for behavior and communication guidelines for the Scrum Team. It was also my responsibility to conduct the Daily Scrum Meetings. These meetings are an important part of the Scrum-agile approach as they open lines of communication amongst the team, keeping everyone up to date on what has been completed, what still needs completed, and what obstacles stand in the way.

The Product Owner is responsible for communicating directly with the customer and stakeholders, making sure all their needs and wants are relayed to the Scrum Team throughout the development process. The Product Owner is also responsible for developing the user stories, which give a clear understanding of what the user would like to see in the product. These user stories allow the Scrum Team to prioritize the work needed to be done, as well as determine the amount of work needed to accomplish the overall goal of the project. All this information provided by the Product Owner is vital to the success of the SNHU Travel project.

The rest of the Scrum Team is comprised of the tester and the developer. The Tester communicates directly with the Product Owner regarding the user stories. The Tester uses the user stories to develop test cases designed to ensure that the product meets all the requirements of the user. A Tester’s job is crucial for the success of a project, as then not only ensure that everything works as desired, but they also identify any errors and propose a potential fix. The Developer is responsible for writing the code for the project. In this project, the Developer ensured the success of the project by being adaptable when the user needs changed. The Developer communicates with the Product Owner and Tester throughout the development process to ensure all user specifications are met and bugs are addressed. The Developer is responsible for creating a deliverable that meets or exceeds the client’s expectations.

The Scrum-agile approach contributed to each of the user stories being completed because this approach incorporates constant communication and supports adaptability. This was shown part way through the development process when the client determined they wanted the product to go in a different direction. More specifically, SNHU Travel decided that the vacation destinations should be focused on detox/wellness destinations. Through open communication with the client and the Scrum Team, and the adaptability of an agile approach, allowed these changes to be made without impacting the production time.

An example of effective communication from the SNHU Travel project was when SNHU Travel made changes to their specifications part way through the project. Following these changes, the Developer sent an e-mail to the Product Owner and Tester, asking for clarification on the new specifications as well as updated test cases. The e-mail was:

To: Product Owner & Tester

From: Developer

Subject: Product Requirement Changes

Dear Product Owner & Tester,

Per our meeting earlier, I have begun revising the SNHU Travel webpage to focus on wellness/detox destinations. If you could get the updated user stories and test cases to me ASAP it would be greatly appreciated, so that I can make sure all the new requirements are met. More specifically, I have the following questions:

1. Are we ONLY listing wellness/detox destinations, or also incorporating other destinations?
2. Do our “User Preferences” also need updated to give options for various types of wellness/detox destinations?
3. Are there additional criteria as to what makes a destination a “wellness/detox” destination?

Thanks in advance for your time!

Developer

This communication was effective because it asked relevant questions to ensure all new specifications were met. It also encouraged collaboration but prompting other members of the Scrum Team to provide input.

One Scrum-agile principle that help the team be successful was welcoming changing requirements. As mentioned above, the client made changes to come of the specifications part way through development. With an agile approach, these changes were made with limited disruption to the overall project. Another principle is that the client and developers must work together daily throughout the project. The Product Owner was in constant contact with SNHU Travel, giving them updates on production as well as updating the team on new information provided by the client.

When attempting to discuss the pros and cons of the Scrum-agile approach, it is difficult to come up with a list of cons. As for pros, there are numerous examples. One pro is the ability to adapt to change. Another pro, that goes along with the adaptability, is the constant communication. Communicating throughout the process ensured that everyone was on the same page in terms of what tasks were completed and what still needed done. It also made changes happen more smoothly as it was easy to receive important information to make sure all requirements were met. These examples are just a few reasons why I believe the Scrum-agile approach was the best approach for this project. If the project would have been done with a waterfall approach, not only would production time most likely have been longer and exceeded the deadline, but it would have been nearly impossible to change the direction of the product once production began.