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Sprint Review and Retrospective

There are various members of the Scrum-agile Team that specifically contributed to the success of the SNHU Travel project. To start with, the Scrum Master played a major role in leading the charge during the different Scrum Events. The Scrum Master ensured that the team was always aware of all time of meetings, any time changes, or cancelations. The Scrum Master also kept the team focused and on track during all Scrum events. This includes Sprint Planning, Daily Scrum meetings, Sprint Review, and Sprint Retrospective. The Scrum Master also worked closely with the Product Owner during Backlog Refinement. Reviewing with the team items on the backlog with the Product Owner ensured that the backlog contains the appropriate items, proper prioritization, and that the items at the top of the backlog are ready for delivery. The Scrum Master played an important role to ensure that all meetings were on topic, provided helpful information, and maintaining a great work environment.

Another major role that contributed to the success of the SNHU Travel project was the Product Owner. The Product Owner worked very closely with the Scrum Master and communicated the user needs and preferences clearly and concisely to minimize any confusion during development. The Product Owner was also engaging with users and stakeholders and made many conscious decisions to maximize the value of the product. The Product Owner took all feedback and suggestions and passed along all information learned to the Scrum Master. They also took the part of actively prioritizing the user stories in terms of priority and size. The Product Owner made sure that all information from the users during the focus group was made to make the users stories accurate and based on the feedback presented by the users. Then made sure to collaborate with the Scrum Master and team to come up with a plan to address the suggestions and feedback from the users to get the best possible product.

The next major role that contributed to the success of the SNHU Travel project was the Product Tester. The Product Tester used the elements of the user stories when developing the test cases. They ensured that all details within the acceptance criteria was in the initial test cases. They also properly communicated with the Product Owner and revised the initial test cases based on the information provided by the Product Owner. This ensured that the test cases were constantly up to date and the more information the Product Tester had, the more detailed the test cases were.

The last major role that contributed to the success of the SNHU Travel project was the Developer. The Developer of the Scrum Team maintained great communication with the Product Owner and the Product Tester. This ensured that the development of the SNHU Travel project did not fall behind in development and the final product met all standards. The Developer deliberated all questions and got full details about all revisions and changes that needed to be made during the development. With poor communication, the final product will not be up to par with what was required. When changes did occur, they also asked follow-up questions and did not assume what changes needed to be made. This saved time when meeting deadlines because there was less chances that they would need to go back and revise something they had been working on developing.

The Scrum-agile approach to the software development lifecycle helped each of the user stories come to completion. This was because all team members worked together and were able to adjust without pushing back the deadline. The Product Owner led the user focus group and got a lot of useful information. Then they created the user stories, which the Product Tester used when creating the initial test cases. The Developer used those test cases when developing the SNHU Travel project. With the Scrum-agile approach, they were able to receive feedback from the Product Owner, update the test cases, and make changes during development without it impacting the deadline.

The Scrum-agile approach supported product completion when the project was interrupted and changed direction. This was seen in two ways. The first was when the initial development was a scroll through list of vacation packages. This was later changed to a slideshow of the vacation packages, with one vacation package on each slide. The next change was the theme of the vacation packages. Initially, there was no theme to the vacation packages, only what the top vacation packages are. The Product Owner received feedback and wanted to change direction, so the vacation packages were then changed to detox/wellness themed vacation packages. The tester was able to make changes to the test cases to reflect this and the developer was able to adjust without having to scrap what they had already developed. Since the team was using the agile method, they were able to make all changes without pushing back deadlines or being overworked.

The Daily Scrum Meetings were held each morning before we broke apart and started working. These quick daily meetings insured that everyone on the team was aware of every part of our development process during the sprint. This communication method encouraged collaboration between the team members, as we gave ideas and brainstormed together when any issue arose. The Scrum Master also ensured that everyone was respectful if there were any critiques, which made the members of the Scrum Team more likely to speak up about their ideas without fear of repercussions. The camaraderie that formed during the scrum meetings improved communication within the team. The developer and tester were able to ask more questions during development via emails to the Product Owner. By creating this open work environment, the team was able to create the best possible product.

There were many organizational tools and Scrum-agile principles that helped the team be successful. There were three agile principles that helped the team be successful. First, strategies and tactics are highly adaptive, responsive, and change is welcomed. This ties into how well the team was able to shift focus and adapt when changing to vacation packages that focused on wellness. Next, minimize wasted effort, duplication, and resources. This principle led our team to seamlessly change our vacation packages without completely scrapping what the team had already developed. Lastly, the best results emerge from small teams with a high degree of autonomy. This was major as the scrum team was able to work together and had great communication with each other.

One agile project-management tool that helped coordinate and increase efficiency within the team is Azure Boards. Azure Boards helped a lot because it provided the Scrum Team with an interactive and customizable tool used to manage software projects. It was be used to track work, issues, and code defects with the project. It also allowed the team to add, update, and filter user stories, bugs, and features. It uses boards to add, update, and track different statuses. It also uses backlogs to add, prioritize, organize, and assign work. Overall, it was a great tool to help coordinate and increase efficiency within the Scrum Team.

The Scrum-agile approach for the SNHU Travel project was the best approach. The pros of the Scrum-agile approach being that the team was very adaptive and was able to adjust the program based on the feedback received without pushing back the deadline. Another pro is that working in a cohesive team made it very easy to make these changes and work together to create the best possible outcome of the project. This also helped workers not feel overworked, as the team all worked together. The waterfall approach would not have been a good fit for the SNHU Travel project because there would have been no room for change when creating the project.