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CS 250

7-1 Final Project

**Sprint Review and Retrospective**

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**.

The client met initially with the Product Owner, who was interested in finding out what the client was hoping to achieve. The client described to the Product Owner what SNHU Travel does and what they were hoping to get out of their relationship with the Scrum-agile Team. The Product Owner then got to work on creating and prioritizing the Product Backlog and writing the user stories. The information included on the user stories was crucial for the direction of the entire team (especially the developers). The stories explained who the user is, what the user wants, why they want it, and how it should be done. Had the user stories lacked pertinent details or included incorrect information, the team may have wasted time moving in one direction and could have been forced to backtrack and go in a completely new direction if the client saw that the product didn’t match their goals. The PO therefore needed to ask the right questions and take detailed notes on the client’s responses. They also held a focus group with SNHU Travel customers, which gave insight into the functionality of the tool the team was developing. The feedback from the users gave the team direction for features that should be included in the booking system.

The Scrum master joined the initial client meeting and clarified their goals for the niche vacation booking system. The Scrum Master determined what type of team needed to be assembled to complete the project, deciding on a tester, developer, and Product Owner. He then got to work creating the agile team charter and scheduling the Sprint Planning, Daily Scrum meetings, the Sprint review and retrospective, and the Backlog Refinement. Clear communication from the Scrum Master to the other team members was essential in the success of the project; he defined meeting times and agendas, and maintained the meeting sidebars. He also conducted the meetings, asking each team member what they did yesterday, what they will do today, and what might hinder them from meeting their Sprint Goal. The well-organized and consistent Daily Scrums had a positive effect on the quality of the final product and the efficiency of its development by promoting clear communication between team members and identifying issues within the development process. When an issue occurred, the team was able to quickly work on a plan during the Daily Scrum to work through it. This helped each member of the team to feel supported and valued.

The Tester used acceptance criteria from the user stories to test the product as it was being developed to ensure that it was meeting the expected results. For each user story, the Tester developed a test case that included a descriptive name, detailed steps that needed to be taken by the user, and clear pass/fail measures for each of those steps. While developing the cases, the Tester needed a bit more information from the Product Owner, so they reached out via email to gather that information. When new requirements came in from the PO, the Tester revised the steps and pass/fail measures of the test cases to meet the new requirements.

After the new information came in from the Product Owner, the Developer had to look at where the team was at in creating the required features and figure out what would be possible to complete in the expected timeframe. This helped the Product Owner to re-prioritize the product backlog in order to keep the same completion dates for the project. The Developer was ready to revise sections of code to meet new requirements as they came up and made sure to include comments in the code for each change, explaining what the change was and why they made it.

* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**.

The Scrum-agile approach helped the Product Owner to be prepared for changes to the user stories. The PO created the initial stories and was able to easily change them when requirements were updated. Maintaining good communication with the client allowed for changes to be made in a timely manner, and turning that information around to the team at the next Daily Scrum with updated user stories helped keep the team on track. When the project was changed to a slideshow, the PO quickly and easily revised the user stories and the team was ready to move on with the changes.

* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.

When the project changed to a slide show format, the team was ready to adapt. The Product Owner re-prioritized the Product Backlog, the Tester revised the test cases, and the Developer made the necessary changes to existing code in order to meet the updated client needs. The agile approach allowed the team to be flexible and understand the importance of change. Conducting Sprints, where the software was designed and tested in intervals, made it easy to change direction when needed without wasting time and effort.

* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

As a Tester, I noticed that some information was missing from the user stories. I sent an email to the Product Owner to obtain that information, and the answer was brought to the team at the next Daily Scrum and was updated on the user stories by the PO. The information I was looking to find out was if the countdowns on the booking system’s “hot deals” were all supposed to be the same, or if they should vary.

The email reads:

Good Afternoon John,

I hope this message finds you well. I am reaching out to gather more information on the user stories that you sent over yesterday. After developing test cases for the stories, I realized I need more information regarding the hot deals.

My questions is this: Does each hot deal expire in the same amount of time, or should the countdown be different for each one?

If you would please provide the answer at your earliest convenience, that would be greatly appreciated.

Thank you!

Ashli

As a Developer, I recognized the importance of communicating requests to other members of my team in order to move forward with everything I needed to complete my part of the project development. I emailed the Product Owner and Tester each a list of guidelines for communicating changes to me to ensure that we were all on the same page and able to quickly adapt to changes:

Good Morning Product Owner and Tester,

As we begin to move forward with the new plan, I would like to define some of my needs as the Developer of the team.

Product Owner, please use these guidelines for communicating changes:

* Send the updated requirements with notes on what has changed
* Revise and resend the deadlines for tasks
* Reprioritize the product backlog in a timely manner
* Present the updated user stories and any other changes at the Scrum meeting following the change

Tester, please use these guidelines for communication:

* Test the product when necessary and provide feedback to the team at the next Scrum meeting
* Take detailed notes of what works and what needs fixing with each test
* Any large-scale issues should be communicated in person to the Product Owner and Developer at the time of discovery and followed with detailed notes before the next Scrum meeting

Please respond with your thoughts of the expectations I have laid out here by Monday at noon. Please include at least two things that you would like to add or change on your list.

I appreciate your help and input!

Sincerely,

Developer

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**.

One practice the team utilized to be as effective as possible was team-swarming. When each member of the team is able to contribute their unique set of skills to a project, not only is the project completed more quickly, but it blends the expertise of more than one person so that the final product is high-quality. Completing projects quickly requires the team to reduce wasted resources, which is a win-win for both the client and Scrum team. The “two-pizza rule” kept the team small, allowing for the product to be designed and developed more quickly at both low cost and risk. Focusing on the customer’s needs and experience was easy to do with the short, rapid sprint segments, because the team could respond to customer needs in between sprints. The Daily Scrum meetings were the perfect opportunity to promote communication of changing customer needs and propelled action from the team in response.

* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**.

Having the proper systems in place for unexpected changes was crucial to the success of the SNHU Travel Project. When the client wanted to make adjustments to the plan, each member of the team knew exactly what to do and knew what to expect from their fellow team members in order to move forward with the new requirements. This allowed for a seamless transition from one plan to the next. Had the client not made any changes at all, the Sprints and Sprint reviews may have seemed like a wasted effort, but in this case it was very helpful for the team’s success.

A Scrum-agile approach was definitely the best approach for the SNHU Travel development project. Not only did the format of the booking system change to a slide-show style, but the focus switched to detox trips to help the client stay competitive. If the waterfall approach was taken, it could have had a highly-negative impact on the completion of the project as it would have taken much longer with a team not ready for adjustments to the plan.