

CS-250 Project 1: Sprint Review and Retrospective

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

There are 4 roles in the Scrum-Agile Team: a Product Owner, a Scrum Master, the Development Team, and Testers. Each of these played a vital role in the success of the SNHU Travel project. Each of the roles and how they specifically helped with this project are addressed below.

Product Owner

Some of the responsibilities of the Product Owner include developing User Stories, maintaining and updating the product backlog, and meeting with the Client to iron out the details of the project.

During my time acting as the Product Owner, I saw that a Product Owner interacts with the development team more than I initially thought they would when first learning what their role is. I assumed it was more of a chain-of-command type of thing where the Product Owner only communicated with the Scrum Master. The Scrum Master would then relay the pertinent information down to the development team and testers. This isn't the case, instead, the Product Owner spends a fair amount of time directly communicating the needs of the project to the development team.

Scrum Master

Responsibilities of the Scrum Master involve coaching team members; leading scrum events, such as daily standups, which involves keeping the meeting on task and within the timeframe; training others in Scrum; and helping ensure the team works well together.

While not specifically in the SNHU Travel project, one of the ways the Scrum Master was able to do the above, was when they saw that the team was getting off topic during the video

example of a daily standup. They helped the team get back on topic and “put a pin” in the tangential conversations that were happening so they could be brought back up later.

Development Team

The Development Team is generally more than one person (unlike the Product Owner and Scrum Master). Their jobs include communicating with the rest of the team to see what needs to be done. The testers will tell them about issues they have or changes that need to be made with the project. The development team’s responsibility is to get that changed.

When changes were being made to the plans for the SNHU Travel project, the Development team were the ones to implement those changes. They also needed to ask questions about the UI or other requirements to express what options the client had and what the Development Team would be able to accomplish in the given time frame.

Testers

The testers must be very good at communicating with everyone because each role has needs that the tester can address in their test cases. They create test cases so that each part of the project is without bugs and runs correctly. They also consider the acceptance criteria for the User Stories and determine what would be necessary to get the expected results. This is an incredibly important job as without them the project would be incomplete, likely have bugs, and not be ready for release.

In the SNHU Travel project the tester needed to ask some detailed questions about the project because there wasn’t enough detail in the user stories for him to make test cases. He then asked his questions in an email to the Product Owner. The tester would have then followed through by creating test cases for the results the development team came up with.

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

One example that came to mind was the change from a list view to a slideshow for the “Top 5 Destinations” User Story. If this change was made in a Waterfall Method approached software, it would have been forced to go back to the planning stage so that it could have been implemented. Having come at this project with an agile approach, we were able to simply change how one section was done instead of adapting the whole program for the change.

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

When the client came to us and mentioned that they wanted the project to have a different focus. Instead of being a general travel site that does everything, they wanted the site to focus on detox/wellness travel. When asked if the completion date was going to change, the team was told that they were keeping the end date by changing the order of the Product Backlog. This is one of the benefits of an agile approach; being able to change things when the product demands it is one of the best things about agile.

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

I had direct communication with the Product Owner through email in Week Four. This is our correspondence.

“Hello Christy,

Looking at the user stories, it seems like I don’t have enough details to effectively create test cases.

User Story One:

Is an email the best way to share the User profile? Can that be shared by keeping it on the site? It would make it easier for testing and eliminating email clients from potentially being the issue, junk mail, “lost” mail, etc.

Thank you!

Bryce” (Jensen, 2023)

In this communication with the Product Owner, I was able to let them know what I needed – as a tester – so that I could do my job better. I felt like this was a professional and effective way to basically say, “I don’t think we have sunk enough time into designing this and making sure it is the best way of doing it.” I asked questions that should be easy to come up with answers to, allowing for open communication throughout the team.

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

One of my favorite tools that we used for success is the Three Questions answered by each person during the daily Scrum standup meeting. A quick recap of what these questions are:

*“What did you do yesterday?
What will you do today?
What (if anything) is blocking your progress?”
(geekbot.com, 2020)*

I like this form of open communication, the type that allows everyone to be accountable and share what they have accomplished, what they plan to accomplish, and how they could use some help to get that done. This helps the team be successful by allowing others to step in and help if there appears to be a chokepoint or hangup at some point.

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

Describe the pros and cons that the Scrum-agile approach presented during the project.

The Scrum-Agile approach made it easier to adapt when a change was made to the expectations in the project. When the client requested that we make a change from a list to a

slideshow for the “Top 5 Destinations” User Story, it was relatively easy to make that change without a massive impact in the time it took. Having an agile approach made it so there was little impact on the finish date.

Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

From what I have learned so far, I believe that a Scrum-agile approach is likely one of the best solutions to the SNHU Travel development project. I think there are lots of options out there and an agile approach is one of the best. However, it can be combined with several other tools and I think there is likely a better approach in a combination of other tools. I do believe that Scrum-agile is a far better approach than the Waterfall development style. Waterfall would not have allowed the changes that were made in the middle of this project without essentially starting the planning process over.

References

- Jensen, B. G. (2023) Discussion Week 6. *SNHU CS-250*.
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