**7-1 Final Project: Sprint Review and Retrospective**

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Each member of the Scrum-agile Team plays an important role in the success of a project. The Project Owner role contributed to the success of the SNHU Travel project by being the liaison between the client / end users and the development team. This is an important role because it focuses the tasks to the features the project is expected to have. The Product Owner was able to get information from the end users about what they wanted the website to be able to do. This information was then passed down to the development team and new user stories were drafted to create tasks to make these features. For the SNHU Travel project, the Project Owner met with the end users. During this meeting, they gathered information about what the end users would like the product to do.

The next role that contributed to the success of the SNHU Travel project was the Scrum Master. This role contributed by taking the information from the user stories created by the Product Owner and using them during the sprint planning sessions with the team to break each story into tasks. Since we knew the expectations of the end users from the Product Owner for the SNHU Travel project, we were able to make user stories for each feature. The Scrum Master then ran the daily Scrum meetings where each team member would answer what they did yesterday, what they are working on today, and what issues are they having. This meeting allowed the team to see the status of the project and possibly help each other with their issues.

The last role of the Scrum-agile Team is the development team. This role consists of the developers and testers that make the product. Since these members are the ones that actually make the product, their role was vital to the success of the SNHU Travel project. Each member assists the Scrum Master in giving estimations on how long each task could take. The testers take each of the user stories and writes out a testing plan that includes pass / fail assessments. These are used by the other members of the team along with the testers to determine if the task they have completed passes all tests deemed necessary to verify that the product is working correctly.

The Scrum-agile approach to the software development lifecycle helped the user stories come to completion because they gave an easily understandable expectation for the product. In the SNHU Travel project, the user stories were written to show who wants to be able to do the request, what they want to be able to do, and why they want to be able to do it. This gives a clear picture for the developers and testers to use when completing and testing features of the site. The user stories also have a list of acceptance criteria. This assists in the completion of the user stories because it gives the team each of the items that the product needs to do for the user story to be complete.

A Scrum-agile approach supported project completion when the project was interrupted and changed direction by allowing a new user story and subsequent tasks to be created based on the new information, which would be prioritized into the current backlog. This allows the development team to change focus if the new tasks are of a higher priority than what is currently being worked on. In the SNHU Travel project, a change came in to only focus on detox / wellness locations. This change was easily made since all the tasks were listed already for the project and the new ones were easily inserted into priority.

Successful communication is a key part of a Scrum-agile approach to a product. While working as the tester during the SNHU Travel project, questions arose about the user stories created by the Product Owner. The following example of the email from the tester to the Product Owner is effective because it gives specific detail regarding what the tester is looking for. It also clearly defines what user story the tester is asking the question about and gives possible answers to the question, so the Product Owner understands what information the tester needs.

To: Product Owner

Subject: User Story Clarification

Dear Product Owner,

After review of the user stories, I need a bit more detail to help make more defined test cases to assist in determining if the product passes or fails. To assist with this, could you please supply additional information for the following questions I have about the user stories.

**User Story One:**

* How will the site determine the user’s previous travel? Does the site require a place for the user to enter this information or will it use information from previous travel booked through the site?
* Will the user be able to select which of the past travel types they have booked they want to filter by?

**User Story Two:**

* Will the price filter have a maximum and minimum price filter?
* Should the user be able to only enter a minimum or maximum price, or should it require both?

**User Story Three:**

* Will deal information get displayed on the list of destinations?

The answers to these questions will assist in making sure the site is working correctly.

Thank you,

Tester

Another sample of a communication during the SNHU Travel project is an email from the developer to the Product Owner and Tester. This email is effective because it precisely describes what the Product Owner needs. It also encourages collaboration among team members by asking for clarification on questions about how the changes impact what was already determined for the project.

To: Product Owner and Tester

Subject: Questions About Project Changes

After looking into where we are in the progression of the application, I have a few questions about how the project changes affect the application that I need some clarification on.

**Project Owner:**

* With these new changes, are we changing the project deadline?
* Can you please supply me with an updated backlog so we can shift focus on tasks for each sprint?
* With the change to focusing only on detox/wellness vacations will this have any impact on the ability to filter on user’s previous travel?

**Tester:**

* Have any of the test cases been altered due to the new changes?

The answers to these questions will assist in making sure the site is working correctly. Please let me know if there are any other changes that I should also be aware of.

Thank you,

Developer

Organizational tools such as Azure DevOps and JIRA help to assist the Scrum-agile process. Using these tools help by giving constant access to documentation, whether the team members are in the office or working remotely. During the daily Scrum meetings, the information radiator or Scrum board is a key tool for showing the progress of the project and to let the team know what is being worked on. “Agile software development methodology uses Scrum board tool to track the sprints. Each board contains all user stories for one sprint. This tool act as a ‘visual progress meter’ for the teams” (Best Organizational Scrum Tools to Become Agile, 2017). Another organizational tool that helped our team be successful was a communication tool such as Slack or Microsoft Teams. These communication tools allow for the team to meet at any time or send quick questions. “It is a lot like an online office space, which allows team members to work in partnership with one another, regardless of where they are located” (Silva, 2017). This allowed issues to be resolved quickly to keep on track with sprint deadlines.

A Scrum-agile approach that is both a pro and a con to a project is the ability to make changes to the project during development. Since changes are easily handled, clients may keep pushing for additional features or changes. While this can be handled, it does impact the ability to hit the target deadline unless the Product Owner is able to control what changes are agreed upon that will still allow the team to complete the project on time. Another pro to a Scrum-agile approach is the ability to focus on the expected features of the product instead of just guessing as to what end users expect the project to do. The Product Owner can meet with these end users asking them what they want the product to do. This information is then written into user stories and prioritized into the backlog, allowing the team to focus on the higher priority items. I feel that a Scrum-agile approach was the best approach for the SNHU Travel project. Meeting with end users allowed the team to focus on what was expected of the project. The Scrum-agile approach was also beneficial by allowing for a change in the project.

References

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