Brandon Lingenfelter

CS 250

06/19/2021

**Sprint Review and Retrospective**

To succeed in each iteration in our work for the development of the SNHU Travel project our team had to come together and communicate the clients request and requirements into the desired deliverable functionality. To get from request to completed deliverable each portion of our team needed to succeed in their roles. The Product Owner met with SNHU Travel to hear their needs so that we could create user stories tailored to their vision of the product. These meetings with SNHU Travel are critical for the team to be able to write an effective backlog for this product. The Product Owner was also responsible for communicating when features need to be altered or added to a deliverable upon SNHU Travels request to the rest of the team and create new user stories for the altered or added functionality. The Product Owner also worked closely with the tester to be sure that the test cases adequately outlined SNHU travel’s needs in each user story. Our Product Owner helped prioritize the features in the product backlog for each iteration. Our tester worked with the Product Owner to identify any ambiguity in the user stories to help them write accurate acceptance criteria for each iteration in the project. The tester worked to revise test cases after finding they needed more information or clarification from the Product Owner. The tester worked closely with the development team to ensure each iteration was promptly tested at the earliest available time. Our development team was successful in re-prioritizing the functionality of the product upon learning the from the Product Owner that SNHU Travel had wanted to change a feature of the product. The development team made their work transparent and collaborated with the rest of the team while providing proper and honest feedback of the work delivered. The development team delt with the changes to requirements and faults in functionality in a timely manner. Finally, as the Scrum master I assisted my team with self – organization and established an environment that was conducive to the teams successful completion of tasks. I protected them from interruption and ensured a good relationship existed between the team and the Product Owner. I planned the sprint meetings and wrote the team charter and made sure the team was aware of each.

Using the Scrum – agile approach helped us prioritize the user stories. It helped the team communicate where and what in each user story they were achieving results or being hindered. This helped the team members by informing me, the Scrum master, and the rest of the team where we could assist with hindrances. They could inform us they were ready to move on to other parts of the functionality since they had completed their user story. Using the Scrum – agile approach also allowed each iteration to be tested and refined before completion of the product.

In the Scrum – agile approach the Product Owner will write new user stories when the client request changes to functionality and inform the team of the changes to the product backlog. The tester will adjust or write new acceptance criteria for the changes or new functionality and the development team will adjust functionality or create the newly desired functionality.

This is an email from the tester requesting more information from the Product Owner to assist in creation of the test cases. This is a good example of collaboration and communication between the tester and the Product Owner.



The next email is an example of the development team communicating with the tester and Product Owner. The development team is requesting that the Product Owner clarifies and delivers feedback for the changes that need to be made to satisfy the clients new functionality request. They are requesting that the tester continues to be involved and timely. This is a great example of the development team collaborating with the rest of the agile team.

To: Product Owner, Tester

Subject: Moving forward with development

Hello,

In order to move forward with development under the new plan I will be requesting specific help from each of you.

For the Product Owner:

* Please help in delivering the updated scenario and what the new requirements are for the product.
* Specify the important dates and deadlines which will need to be met.
* Specify what new outputs will be required and the format of these new outputs.
* Check and provide feedback of the deliverables.
* Prioritize the product features according to deadline and requirement.

Please follow through with these request and update me at your earliest convenience on the status of these request.

For the Tester:

* Continue testing and being involved for continued product success and deadlines to be met.

Your services are required at the end of iterate modules which needs to be tested.

Please keep me updated on your progress.

Look forward to hearing your updates and statuses,

Developer

The Scrum - agile approach is a principled development method that focuses on using Scrum tools to accomplish development of projects. A few of the Scrum tools we used in our successful completion of the SNHU Travel project include user stories, Scrum boards, backlogs and burndown charts. The user stories promote the agile principles of iteration, prioritization, collaboration and continuous improvement. The backlogs in an agile project promote the agile principles of value-based prioritization, transparency and iterations. The Scrum board is a Scrum tool that promotes the agile principles of self-organization, collaboration, transparency and prioritization. The burndown charts that help with time estimation promote the principles of self-organization, collaboration, transparency and prioritization.

There were many instances were using the agile method in the SNHU Travel project were beneficial. Some of these pros include responding to changes easily and timely, defining and prioritizing the work to be done, communicating and collaborating effectively across the team, and the process of using iterations leads to faster testing and reviews. Some of the cons that the agile methodology presented were that it requires an education of the principles and tools to be implemented correctly and that there is an inherit lack of predictability since less of the work is defined up front but rather as the project is developed. I believe the agile approach was the correct method to utilize in creation of the SNHU Travel project. While the waterfall method could have been used successfully, I think the agile method helps build less defective products, helps teams continuously improve and delivers functionality quicker.