Sprint Review and Retrospective

Throughout the past six weeks, a group of hardworking members of a scrum team has worked together in order to create a product that will serve beneficial to Chada Tech. From the very beginning, the scrum master has played a pivotal point in the effectiveness of the developmental approach that our team has followed, that being agile. To lay the groundwork, the scrum master provided a charter to all members of the team clearly stating the task at hand along with the outcomes expected by the end of the project. The charter also identified some basic rules to follow throughout the development cycle and how the team will communicate with one another as that will be essential to a smooth experience. For instance, for this project, our task was to create an extension to SNHU’s Travel page that would provide a popular mix of vacation packages. In addition, the team would be given the opportunity to communicate with each other on a daily basis through the holding of scrum meetings, hosted by the scrum master.

Secondly, the product owner within this successful team has interviewed the client and major stakeholders to get clarity on what elements they would like to see within the final product. By doing so, the product owner was able to gather significant information and key details that would later be implemented to enhance the use of the final product. The most critical portion of work that would prove useful to the entire team is the product backlog. The product backlog is a spreadsheet that identifies three tasks organized by size and prioritization that the team must follow and implement into the design of the final product. For example, three tasks outlined were a personalized travel page, the best travel deals available, and a filter that would sort travel packages by type. These tasks would be generally a high priority as they were direct requests from the client and the client's major stakeholders.

From here, the development would continue, and the torch would be handed on from the product owner to the developer. The developer, whether an individual or a small group, is considered to be the “builder” within the team. A developer is responsible for taking intel gathered from the product owner and translating that into something useful in the hands of the user. In this case, taking advantage of the product backlog and implementing the desired outcomes into the product, the product being the SNHU Travel site. They will constantly be giving updates in scrum meetings and asking for clarification on elements of the task they were provided. Here is where a good bit of development time is spent as it requires very time-consuming work that is directly responsible for how effective the end product is. However, to aid and make sure that the product won't fail on delivery, a tester/testers will be present within the development team.

Testers take the work that is passed down from developers and fine-tune it and rid of any opportunity for the final product to fail in any case. It is important that testers are granted sufficient time to properly test and evaluate the product before it is shipped to the client. Shipping a defective product can be costly to not only the team but the company that intends to use it. It has been seen numerous times in the real world where companies lose countless assets in an attempt to use a product that ended up being faulty. Fortunately, this role serves as the fishline inside the development process as they fine-tune the end product and prepare it for delivery.

The scrum-agile approach to development has certainly proven successful in this project as it benefited the software development life cycle immensely. For instance, because user stories played such a major role in measuring the grade of work that took place in this project, daily scrum meetings that could evaluate the progress towards recognizing and achieving the result desired by the user were critical. This helped ensure that each user story would see itself to completion by the end of development. In addition, this approach allowed for audibles to be made at the drop of a new request by the scrum master or product owner. If there were any new concepts that were suggested and meant to be tied into the material of the product, the entire team would hear of it the day after inside the scrum meeting. This provided for an extremely fluid dynamic between the client, product owner, scrum master, developer, and tester.

The team as a whole had no issue with communication, if answers weren’t provided with the daily scrum meeting, then they were certainly provided via email. For instance, in week five of the development cycle, the developer sent an email in regard to a user story seeking more information on how it should be executed. The email was answered and clarity on the subject was provided. In addition, the scrum master of this project took advantage of a management tool by the name of “Rally” which offered a wide range of information that would be easily accessible by a member of the development team. This tool would provide a status of each task and bring attention to any wants/needs of the members of the team.

All in all, the scrum agile approach has come to be a key point of the success this project has been. Its pros consist of its adaptability, customer gratification, faster delivery, and a more quality product. There are many more, but these make development unique and effective at completing tasks. While there are also cons, they are easily overshadowed. Some major setbacks within this approach are its inability to scale for larger projects, extreme dependency on members, and a lack of details required for success. With that being said, I do believe that the scrum agile approach was the most effective approach that could have been taken. Considering the size of the project is on the smaller side and the short time span we were given to analyze the request and finalize the product.