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CS-250: Module 7: Final Project

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**Sprint Review and Retrospective**

The Sprint Review and Retrospective aims to gather feedback from the Scrum Team in regard to the SNHU Travel application development. Within this Sprint Review and Retrospective, we will discuss what went well and what didn’t go well, what goals were achieved and what setbacks took place. To begin, we will revisit each role from the Scrum Team that we were assigned and what each contributed. The first role that we were assigned was the Scrum Master’s role. A Scrum Master is responsible of maximizing the interactions between the Scrum Team, ensuring they understand Scrum practices, theories, and values. They also help the Scrum Team focus, meet their needs, reflect, trust each other, and complete their Sprint Goals. Within the SNHU Travel application project Scrum Team, the Scrum Master ensured the Scrum Team was properly assembled, ready to work, and meeting their Sprint Goals in a timely Manner.

The second role assigned was the role of Product Owner, tasked with bringing the customer’s point of view of a product to the Scrum Team. A Product Owner is the voice of the customer and must understand the customer’s intentions and goals. Within the SNHU Travel application project, the Product Owner works with the rest of the Scrum Team on the Product Backlog, ensuring the prioritization of the customer’s tasks and goals, and reviewing any risks, opportunities of growth, and dependencies for/of the project. The third role assigned was the role of Tester. The Tester strives to deliver high quality products by testing each product continuously and thoroughly. They also take seriously a user’s (and Product Owner’s) criteria and feedback. During the Tester role for the SNHU Travel application project, we detected some setbacks (missing elements such as destinations descriptions and images), which were addressed with the Product Manager (Christy). As Testers, and by addressing these setbacks, we were able to ensure the project was back on track and deployed in a timely manner.

The fourth and last role assigned was the role of the Developer. The Developer ensures the continuous sustentation of the SNHU Travel application project, considering estimations and strategies to manage the project’s code more effectively. Another thing the Scrum Team’s Developer considers is the feedback provided by the Product Owner and/or SNHU Travel’s management. During this role’s period there was a sudden change (from Top 5 Destinations, to Detox/Wellness Destinations), requested by the SNHU Travel management. While the Scrum Team was prepared to make the necessary changes to the project, there was a lack of communication from the Product Owner regarding this new change. In order for the Scrum Team and the Developer to be back on track, face-to-face communication with the Product Owner needed to happen. By doing so, the Developer could write down any important feedback and share it with the rest of the team.

To complete the User Stories each week, the Scrum-Agile approach was implemented to the Software Development Life Cycle (SDLC) of SNHU Travel’s application project. The Scrum-Agile approach allowed the Scrum Team to break down the project into smaller, manageable parts. An example of this is the User Stories Template, in which we prioritized the User Stories from highest to lowest and set expectations. The Scrum-Agile approach also helped with the speed rate in which the team members developed the project. The Scrum Team did not feel under the weather, or was afraid of failure, with Scrum-Agile approach.

While working with the Scrum-Agile approach, the team experienced a change in direction during the last two weeks, which interrupted the work that had been done so far. The SNHU Travel application project, which was based on Top 5 Destinations (of the user), was going to be based on Top (and Current) Detox/Wellness Destinations moving forward. With tools such as Visual Studio Code, the team was able to implement the changes requested by the Product Owner and SNHU Travel’s management. Another experience the Scrum Team went through, had to do with communicating effectively. During those last two weeks in which the change in direction occurred, the communication with the Product Owner and the Tester was not as effective as it was in the first weeks of the project. In order to effectively communicate once again, two emails were sent to the Product Owner and the Tester. Below, an example of one of the two emails that were sent (directed to the Product Owner):

Hello Christy,

I have revised all test cases for the new features that we will be implementing on the SNHU Travel website, and there are some concerns in regard to these new features. After reviewing the Top 5 Destinations Slide Show:

* Will the new implementation be in form of a slide show and separate from the SNHU Travel website, or will we actually make a section within the SNHU Travel website that is more accessible to the user and can be also viewed with a mobile?
* Within the slide show, there were many components missing, such as the brief descriptions, images, and *Best Deals*. Are these components going to be in a separate page or will we implement them within the accessible website/slide show?
* There is currently no way to allow the user to set the *Price Limit*. Are we going to allow to user to set a minimum and maximum price?

Thank you in advance for your feedback,

Carolyn

Communicating by email, as well as face-to-face, ensured part of the SNHU Travel’s project success during its final development days. Once communication improved with the Product Owner and the Tester, the Scrum Team felt confident in implementing the new change. And, with tools such as *Azure Boards, Excel,* and *Jira* to manage the Sprint Goals, track the team’s speed and produce project reports, the project’s development went well. To add, *Excel* helped greatly with the Product Backlog and User Stories. To finalize, the project success can be attributed to the work the Scrum Team put in, and the use of the Scrum-Agile approach.

Breaking down the project into smaller parts, while obtaining weekly feedback, ensured the safe deployment of the project, and proved this approach to be effective. While sudden changes did happen and delayed the Scrum Team for a small period of time, it didn’t change the team’s opinions about Agile. Finally, had this specific project been done with the Waterfall development model, things would’ve turned out very differently, and the project would’ve been started from scratch again. With Waterfall, the team wouldn’t have received feedback regarding the Detox/Wellness change until the end. And, with Agile, the ability to obtain weekly feedback, plus work closely with a great Scrum Team, made it the primary choice for this project.