Sprint Review and Retrospective

Callie Oleson

12/05/2022

Over the past few weeks, I have been tasked with developing an application for SNHU Travel to expand their clientele base with new tools for their customers. In doing so, I have learned much about the Scrum-agile approach to software development. Although working alone, I had the opportunity to take on the role of each individual member of a Scrum-agile team, wearing the hats of Product Owner, Scrum Master, Tester, and Developer as I worked toward the completion of this project.

As Product Owner, it was my job to create user stories based on the customers’ wants and to groom the backlog for my team based on those user stories. Although not all of the customers’ wants were able to be completed and integrated into the project, I was able to create in-depth stories for each of the user wants including a summary of the story, priority of the story on the backlog, and requirements for the user story to be deemed complete. Being able to look at each of the stories in a spreadsheet and their individual priorities for the project really helped me to see the project as a whole of many parts rather than just one long to-do list.

As the Scrum Master, I was able to effectively manage my time and my ‘team’, making my role as Developer and Tester easier. As Tester, the user stories created as Product Owner really came in handy when making my test cases and their requirements. I was able to see what was at the top of the priority list and what each story required to be seen as done for the project. In short, the Project Owner communicated their needs effectively and was able to answer any questions I had as a Tester to meet the definition of done for each user story.

As a Developer, my job was to take the vision of the Product Owner and make it a reality. When the project was interrupted and changed direction, there was no ‘hiccup’ as production just kept going. I wasn’t worried that all the effort I had put in up to this point had been wasted, and I wasn’t worried about production coming to a halt. I simply took what the customer wanted and changed my trajectory. Of course, on a larger project, it might add a few more story points to the sprint, but on a small-scale project such as SNHU Travel, I was able to communicate my questions and needs effectively to my other ‘team members’ and get quick answers so that production could continue quickly and without a hitch.

The slideshows provided throughout this project were instrumental in being able to complete assignments each week. I was able to view the interactions between members of the Scrum-agile team and used them as a sort of mock Daily Scrum to keep myself on track and make sure I had all of the relevant information to continue with my work. I found that a quick Daily Scrum every day to assess what had already been finished, what was in production, and what issues I was having at the time really helped me to gather my thoughts and be fully aware of what was happening with my ‘team’ at all times. A Kanban board was also used to keep track of what needed to be done, what was in progress, and what had already been finished, which helped immensely with motivation to keep going as I was able to see that things were getting done and prepare myself for what was yet to come.

All-in-all, I have very little complaints about the Scrum-agile approach. Each team member had their role and everything was done according to those individual roles. Communication was essential and paramount to keeping the ball rolling on this project, which I think is really useful in creating an open and cohesive team that trusts each other and can work well together. The only negative thing I have to say would be that, without that communication, the whole project would fall apart. The entire agile approach is based on the assumption that the team trusts one another and is capable of communicating their needs effectively and quickly. If one team member is incapable to communicating properly, the entire production has the chance of falling apart. Of course, Sprint Planning and Daily Scrum should help with those communication issues, with the hope that everyone is able and allowed to participate.

With all that being said, I think Scrum-agile was the best approach to the SNHU Travel project. Each team member did what needed to be done according to their role in the Scrum team, and everything got done quickly and effectively within the time given to complete the project. In a typical waterfall model, things like the change in direction would have been detrimental to production, making it so that production would come to a complete halt or having to restart the project all together. The agile model made it so that everything continued smoothly even when there were bumps in the road.