SNHU Travel Project - Sprint Review

By

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There are three specific roles in a scrum framework. First, we have the Scrum Master. To make sure the SNHU travel project went well it was up to the scrum master to come up with Sprint planning. Sprint planning is where we determined what needed to be done and how it would be completed. Following Sprint planning we had daily scrums and they were held so that everyone could reflect on what work was done the previous day, the day of and what issues was encountered. Next, we have the Product Owner. The product owner engaged with the stakeholders and users. From engaging with the users, the Product Owner was able to create user stories and provide them to the scrum team. These user stories consisted of a deeper understanding of what the client and the end users wanted and was looking to achieve. For example, not only did the client want to improve the program for travel but they also wanted to emphasize on detoxing and Wellness, pointing out a specific niche in the travel business. Lastly, we have the Development Team. This team consist of Developers, testers, designers, etc. To insure the SNHU travel project went smoothly on the programming end, it was up to the developer to utilize feedback given by the product owner to develop a product that will satisfy the client. The Developer worked closely with the product owner, and tester. They utilized the user stories to make changes to the program as the project progressed and worked with the tester to revise test cases based on more detailed information given by the user stories.

Using the scrum agile approach, we were able to evaluate the user stories and develop questions for anything that did not have clarity. We were then able to take the feedback and apply it in real time. What this mean is we were able to be flexible and make changes during the progression of the project. We were able to make test cases based on these stories and revise test cases based on any additional information we received from the product owners revised user stories. This gave us a clear image of what the end user was expecting from the program.

During the project the product owner revisited the client and was told that they would like to specify a niche for their travelling program. They wanted to spotlight wellness, detoxing and over all self-care while traveling. Typically, in a waterfall approach change like this would be difficult to make during the progression of the project because we would have to wait until the end and then revisit that stage of the cycle. Using an agile approach allowed us to implement these changes in real time, review and get feedback.

The Scrum Framework is built on teamwork and with teamwork communication is highly important. The best way I was able to communicate with team was through weekly discussions. In the discussion with my group, I was able to clarify what it was I expected from my team and what my team should expect from me. I pointed out how I would like for us to work together and gave feedback to my team throughout the discussion. by doing this it allowed for my team to add on their expectations and showcase how they would contribute to the project. In a traditional plan driven project, the project manager is responsible for planning the project as well as managing and reporting the progress. Project management tools like Microsoft project is designed to support a role such as the project manager because it is a stand-alone desktop tool and most of the information must go through the project manager. Another benefit of project management tools is the ability to update progress in real time and view statuses and issues. since agile projects can be fast paced as it is important to be able to update information easily and allow this information to be shared easily. Most project management tools provide the capability for an online Kanban board to achieve this.

To make this project successful I feel that utilizing the user stories and communicating with the clients’ hands on was very beneficial. Communicating as a team proved to be beneficial as well. you got to see the product owner work alongside the tester and the tester work alongside the developer and the scrum master work alongside the product manager. Communication was critical for the clients wants and needs as well as the project teams.

Describe the pros and cons that the Scrum-agile approach presented during the project. During the process of this project the scrum agile approach proved to be beneficial even though there are pros and cons to this approach. Some of the pros that was taken away from this was flexibility. Being flexible during a project and being able to implement changes in real time it was very helpful and productive. Another pro was the communication between the teams and having open dialogue and understanding of the tasks. A Disadvantage I felt throughout the SNHU travel project was more than anything a lack of documentation. I feel there was needed information that just wasn't there. Another possible con during this project could be not knowing the amount of time it would take to make changes that was requested. For example, there was some concerns about updating the program that would cater to the niche of Wellness and detoxing for the travel packages. Conclusion there are no ideal methodologies that exist but it's always important to learn what works for your team.