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Sprint Review and Retrospective

This sprint was very productive, and each role played their part in helping to develop the project. The product owner and the scrum master spoke with the client to first understand their vision. This provided a basic framework for what the product should be. Next, the product owner and the scrum master met with users to understand what features would be appealing to the user. These user stories were added to the product backlog and given a name, number description, and difficulty rating. Next, the developers divided up the work and started implementing user stories into the application. At first, it was just a top ten destinations list but over time requirements changed. The client spoke with the product owner and expressed changes she would like to be made to the project. The product owner expressed these changes to the scrum master who then added them to the current sprint and the developers began implementing these changes. After each user story was completed. The testers created test cases and made sure the product was up to quality standards and functional. In summary, the product owner spoke to the client and made a product backlog of requirements initially as well as requirements that changed throughout the project. For example, toward the end of the sprint, the client suggested changing the top ten list to focus mainly on detox and wellness destinations. The scrum master then addressed this to the team and added this requirement to the current sprint. The developers created the application, making changes to already existing code to implement the new requirement. Finally, the testers changed their test cases in order to check for the new requirements.

The agile based approach helped the SNHU Travel project tremendously. The main benefit of agile methodology in the software development lifecycle is the flexibility it creates. This allows for requirements to change as needed without massive rework thanks to the incremental development of this approach. This is exemplified in the example given above. The client initially wanted a slideshow of top destinations. This was created as a function application. The client then wanted the slideshow to display detox and wellness destinations rather than just a top ten list. The code for the slideshow was already developed so all that was needed to implement the new requirement was to replace slide titles and pictures with new titles and pictures. The agile based approach also divided the product into pieces amongst developers allowing each developer to work on a specific portion. This allowed for greater quality for each piece which created a greater overall product when combined. This also allowed for the best possible outcome for completion of user stories.

Communication is one of the most important aspects of an agile project. Daily standup meetings were implemented to allow developers to speak about what they completed yesterday, what they were going to complete today, and bring attention to obstacles so the scrum master could alleviate these obstacles. Several emails were sent throughout this sprint to alleviate obstacles and promote collaboration. First, we will look at the email to the product owner and the tester written by the developer. These emails are attached below:

“To: ProductOwner@agilecompany.com

Subject: New Requirements

Hi {Product Owner's Name},

I have been reviewing the new requirements regarding the change from top destinations to destinations specifically relevant to detox and wellness destinations. I see an opportunity to implement this in a larger application including work already completed. I see the opportunity to

have a program with several customizable lists to appeal to a larger portion of users. If you could meet with the client and talk with her about this idea that would be great. Please email me back with feedback from the client as soon as possible. Have a great day.

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“To: Tester@agilecompany.com

Subject: Testing

Hi {Tester’s Name},

I have completed my portion of the program with the new requirements implemented. It is ready to be tested. I have attached the file for your convenience. Please test as soon as possible and give me feedback. If you have any questions or concerns feel free to reach out to me. Have a great day.”

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These emails demonstrate the developer collaborating with the product owner to better understand the changing requirements along with the developer informing the tester of the completed user stories for testing. This promotes collaboration throughout the team and allows for streamlined workflow and obstacles to be overcome. Next, we will look at a sample email from a tester to the product owner. Changing requirements were a huge factor in this project and clarification was needed. The following email demonstrates the collaborative efforts to clarify requirements for the team:

“To: christy.productowner@ScrumTeam.com

Subject: User Story Clarification

Hi Christy,

It has come to my attention that some more information is needed for the Scrum Team regarding the format and features of user profiles for the SNHU Travel project. If you could

schedule a meeting with users to gather some user stories about profile formatting and features before the next sprint, that would be greatly appreciated. Thank you and have a great day.“

As demonstrated in the email, the tester would like to understand the client’s expectations for requirements. Without this collaboration requirements could be vague and lead to a low-quality product. These examples of communication were effective because each team member is driven enough to collaborate in order to deliver the highest quality product possible. This is a value of agile methodology, to empower the team members.

An important tool in the agile process for the team was properly managing the product backlog. Each user story was assigned a difficulty or complexity rating. This helped accurately predict the time to completion of the sprint. Scrum events such as daily standup meetings and Sprint meetings were valuable to keep everyone in the loop on how much progress has been made and what is still left to finish. They also helped manage expectations and helped bring attention to obstacles for the team members. The scrum board, while seemingly insignificant, was a very valuable tool to help visualize progress for the team.

For the SNHU Travel project, an agile approach was the best solution. The benefits of this approach were the collaborative efforts of the team, the ability to adapt to changing requirements, and the overall quality of the sprint product. The challenge of this project was having to implement the changing requirements along with the short time frame for completion. However, with an empowered and driven team like we had, these challenges were embraced and overcome. In this project, an agile approach was the only solution that would give the anticipated results. A waterfall approach would have required much more rework as changes arose. The incremental development allowed for changes to be implemented easily into existing code. Ultimately, the flexibility of an agile approach made this the only acceptable approach for the SNHU Travel project.