Sprint Review and Retrospective  
CS250  
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As this project is coming to an end, I plan to summarize all the different experiences that the team has went through up to this point. First, I am going to go through the various roles and how they contributed to the success of this project. Then we will look at the Scrum-agile approach and how it helped our team complete its goals as well as how impediments and changes were handled. After that, I will go over my evaluation of the principles and tools that helped this team to success and lastly, will go over the Scrum-agile approach to this project with an assessment of its strengths and weaknesses in terms of the SNHU Travel development project.

The first role to talk about is the Scrum Master role. The Scrum master role is a tough one, most likely the toughest role out of them all. In this role you are the person though in some cases is the lead developer that is in between the product owner and the developers. I have been told that a lot of companies tend to do without this role or just assign it to any developer that wants the tasks. With that said I do believe from my experiences with this project is that the Scrum master’s main contribution is to make sure scrum is being done well. This person would also clarify requirements that come from the Product Owner and help turn those requirements into User Stories that can then be used by the development team. The Scrum Master would also handle the Product Backlog refinements as well as handle the daily scrum meetings, sprint review and retrospective. All these tasks are very crucial to the team so that they can achieve the goal of done while quickly producing value for the clients. Without the scrum meetings or a refined product backlog, the SNHU Travel Project would not have been a success.

Now that we looked at the role of Scrum Master, it only makes sense to step into the role of the Product Owner. With this role, it can be argued that it is the hardest role or even the most important role, but it all depends on one’s point of view. I would say that this role may not be the hardest or the most important but its for sure a role that is needed. The Product owner must have many hats or say eight arms. One set of arms is handling the clients concerns and changes in the product development, another set of arms is handling the stakeholders and maintaining value in the product, and the last sets are handling the developers, scrum master and testers by creating the user’s stories and product backlog as well as clear precise acceptance criteria all while still having focus on the end goal or better said, the definition of done. The strength of the agile method is its ability to be able to do multiple tasks simultaneously, but that also means it has a lot of moving parts. Because of this, is why the Product owner role is also very crucial contribution to the agile process. The Product Owner’s creation of product backlog, detailed user stories with clear acceptance criteria as well as an eagle eye on all the moving parts of the agile method is what led to the success of the SNHU Travel Project.

Now we move on to what I would say is the most crucial of all the positions, the Developers. Though the developer role is probably not the hardest role, it is where the product value is created whether in software development or as an assembly line worker in a factory. The developer does have to be mindful of the importance of every role. Even the best developer cannot achieve their tasks at a high level without help from the team. Other than creating the product the developer must be able to make proper request to the product owner and tester. This ability along with product creation are crucial skills that would contribute to the success of the SNHU Travel project.

The last role to talk about is the role of Tester. I would think that this job is harder than the developer’s job mainly because as a tester, one would have to have clear knowledge of exactly what the acceptance criteria is as well as what qualifies as done. Not only does the tester have to test if the code given to them passes all the test, but they also need to be able to convey their findings to the team. A tester may need to communicate with the product owner or scrum master if they need further clarification on the details of the user story and they also need to communicate to a developer to let them know the status of the program that was turned over especially if it failed. At the end of the day, the tester is also very crucial to the completion of a project, mainly because they are the last defense against a faulty program. Having a clear understanding of the product requirements, as well as a clear path of communication between tester and developer, and tester and Product Owner is the main contribution to a successful completion of the SNHU Travel Project.

Now that we have went through each crucial role of the scrum team. Now its on to the development process itself. Through agile, the team was able to create five detailed user stories based off the requirements that the client wanted. With those user stories, we can look at which stories that are able to show value the soonest. This would all be discussed during the scrum meetings or during the initial planning phase. In the software development world, there can be a lot of uncertainty, a client could want one thing but as the project progresses, the client could have a small or a major change in what they are now looking for. Using the sprint formula helps to quickly adapt to some of those changes. One big example was with the SNHU Travel Project, where we were asked to first design a program that would present the users with a top vacation list, one person asked for a top five and another mentioned having ten. There was also other request along the lines of being able to pick the type of vacation and/or having the list based off previous travel. After the first iteration, the client wanted to change the requirements so that the program would be designed to present users with a list of five Detox/Wellness vacations. Due to how scrum is set up, the team was able to quickly adapt to the change. One key area that allows this to happen is communication and one form of communication was an email that was sent asking for clarification on the new requirements. This email was sent to the product owner and the tester team, and below is a sample of that email.

To: Christy, and Tester Team,

I wanted to reach out to get more detail on exactly what type of changes need to be done. I can see the sample image and text but I still have a list of questions to ask.

* what other types of Detox vacation packages are they looking for?
* I still do not see a spot for settings and are we just scrapping that.
* Is this list going to be a top five or ten vacations list or just a standalone list?
* Are we modifying that list to just incorporate top ten Detox vacations or is this a standalone list?
* Lastly, I noticed that the text color and background color are blending in making the text very hard to read. If there is a change, would it be to the background or text?

Through this email, I was able to get a quick response back and would be able to quickly pickup where I left off. Next came the following email as a tester, which was about concerns I have found on the page as well as asking for more clarification on what is the exact specifications they are looking for. Here is the email sent to Christy the product owner so that I could mention my concerns.

To: Christy (Product Owner)

Subject: Clarifications of User Stories(requirements)

Hi Christy,

After looking at the jar file that was sent to me, I was able to revise the test cases to better suit the application specs. The reason for this email is that I still have some questions about layout specs. I see the picture of the vacations with very little information about it. Should there be a link for additional detail about the vacation visible on the site or maybe make the picture a link to see more info about the site with a small tag on each image saying click for more info. The link could maybe navigate to another site about the package or just a pop up with information. That was one small thing I noticed, but the main question I had was about the settings menu. How do you want the settings menu to be accessed? As of right now my revised test cases assume that there will be a button on the slides to allow the user to navigate to a linked site for profile settings and once there, they can set up their settings.

Thanks,

Corey

After all the communication, the product met the definition of done.

In this project there were a lot of moving parts. I do think that the time allotted for the completion of the project was a little tight and for that reason, agile may not have been the best fit. Even though its fast with product release and its adaptable, trying to implement the practices on such a short window makes it very risky. But again, there was a ton of moving parts, if it was not for the refined product backlog and pretty well detailed user stories from the product owner, or the daily scrum meetings as well as product backlog management done by the scrum master, or lastly the developers and testing team with their program creation and testing ability. The SNHU Travel project would have never been completed.

Overall, I have to say that the scrum agile method worked well for this project. The only down sides were in the beginning where the user stories were not well defined, but even those setbacks are not much of a problem since in scrum, everything is done during quick sprints and the communication lines are plentiful between the daily scrum meetings and emails. Another issue that I brought up earlier was the time frame for project completion and this is where the hard issue comes in. Agile is designed to bring value fast, but with so many moving parts including the daily meetings could be a real hindrance on the project with trying to get all the developers and/or management in one place. That is where these new electronic organizational tools come in like Azure Boards. This type of program allows for quick and easy communications between team members as well as presenting data on where the project stands. In the end I find that with a team of everyone working their best, the agile-scrum method will be the most chosen method for its easy adaptation within an ever-changing software development life cycle.