ChadaTech Sprint Review and Retrospective

SNHU Travel Project

Different members of the Scrum-Agile Team

In the CS-250 Software Development Lifecycle course I now had to learn about the different roles which are played within a scrum-agile development team. ChadaTech is a software developing company that is new to agile as they have become accustomed to the waterfall system, and my team was given a project for SNHU Travel, a travel agency that wanted to upgrade their website and tools to attract more clients. I had the privilege of completing tasks pertaining the all the roles of a scrum-agile team myself for this project. Roles that are involved include a product owner, a scrum master, couple of developers, and couple of testers.

The product owner is bound to be certain the teams are clear over the product backlog, the product backlog is maximized and ordered so meaning it is at its best, feedback from clients is received in order to decide over the project (Cobb, 2015, p. 35). They tend to be the most outward facing, talking directly to the customers and taking in valuable notes for the team. As the product owner, I was in charge of ensuring the members of the team, as well as myself, knew the difference between what was wanted and what was needed by stakeholders, so that both were addressed and so the needs were addressed before the wants (Cobb, 2015, p. 63). So, I wrote a user story document, where I sorted them on the priority, to generate a product backlog. The product backlog served, among other uses, too as a tool to manage the work and the workflow of the team.

The scrum master is supposed to make sure that the team is aware of and enforces the scrum framework. This may mean ensuring team members understand the need for understandable product backlog items, conducting scrum events, helping team members and the product owner, and so on (Cobb, 2015, p. 36). As a scrum master, I ran the 15-minute daily scrum meetings to make sure the team is focused and understands what is being discussed. In the scrum meetings the team should express what they did yesterday, what they will do today, and what they will get in their way of what they are doing today (Cobb, 2015, p. 42). A Master should strive to teach scrum and agile principles and practices in simple terms to the team as a whole.

We are developers and testers. The development team is a team of who work through a sprint and create “potentially releasable increment(s) of ‘Done’ (Cobb, 2015, p. 38). The development team is empowered to let the how emerge regarding the product backlog, and that they are all peers regardless of experience (Cobb, 2015, p. 38). As the developer I was supposed to deliver the code for the testers (or product owner) to test and let you know their comments. I also prepared an email for the testers and product owner which included the questions I had on SNHU Travel project requirements changes and asked for these to be discussed in person. These questions helped me untangle the pieces of the changes that were confusing or uncertain for me. The team testers have a role of testing the product; they are the ones who discover any defects in the product and maintain quality throughout the product (Cobb, 2015, p. 80). As the tester, I worked with the team to write test cases that explain the requirements associated with each item on the product backlog. As they delivered part of the projects, I would test the delivery and kind of approve it saying it was done or it was not done (because it was bad quality, had bugs on it, etc.)

SDLC and User Stories

While in this program I adopted a scrum-agile workflow to work these user stories into a reality. User stories provide a project’s requirements and typically use the following format: “As a <role>, I want to <do something> so that <value>” (Cobb, 2015, p. 65). This helps to break down the project into the components and to be clear on who this requirement is, what they need to be able to do and why that is important. I could then write my own user stories using the format above, and this allowed me to write the user stories in a crunched down, easy to write format which still got across the significance of the user stories. The user stories that I authored included priority, the general need of the user story, and an acceptance criterion that detailed the conditions.

Provision for Project Completion and Requirements Changes

The agile methodology is an adaptative manner of the production product development process, as stated in The Agile Manifesto: agile “respond(s) to change over following a plan” (Cobb, 2015, p. 22). In a scrum-agile environment you don’t have to detail out every requirement to finish the project – change happens and it's OK (Cobb, 2015, p. 24). For the SNHU Travel project, the very first specs of the “Top Five Destinations List” where you must be able to click a link to get to the list and be able to see the list ordered from most clicked to least clicked and you would see the list on a scrollable page with links to the travel packages. Then they changed the rules that required the list to a power point list where a user could click “next” to get to the next location or “previous” to get to the previous location. All facilitated by the scrum-agile principles, test cases and user stories updated, the requirement was clarified, the priories updated with what was coming – and I wanted to say, this product was updated.

Effective Communication

And communication is key in a scrum-agile team. For me the only solution was effective communication by way of scrum meetings and sometimes emails asking for clarification.

For instance, when requirements were refined on the SNHU Travel project, I wasn’t exactly sure about what had been refined, so I crafted an email to Christy and Brian, the product owner and tester:

To: Christy, Brian

Subject: Questions about Changes in Requirement and Test Cases

Hello Christy and Brian!

I am contacting you with the changes in requirements and test cases. I know it, and the Top Five Destinations List is now a detox/wellness base and a slide show. I have some questions about these changes and would like to meet to talk over them. Some things to consider before the meeting are the new test cases, slide show format, and future improvements to the theme. Nora, here are the times I am available to meet:

Wednesday June 18th at 9:00 AM

Monday June 23rd at 8:00 AM

If none of these times work for you, please let me know and submit times/dates you are available to schedule a time. Also, if you'd like the meeting to be virtual or in person, please indicate that as well.

Thank you,

Oumar Kenneh

This allowed me to articulate what I needed to be successful in my role and do high-quality work for my clients. Though, I suppose I just outlined my questions in case there was a reason that I am missing for calling the test owner as well as the product owner to this meeting, rather than just asking why some random group of developers has requested their presence at a meeting. I also included times that I was available for a meeting, and stated if those times do not work then arrangements can be made. Even when speaking with the team. remain proper and short and make the information clearer than crystal!

Organizing Principles and Scrum- Agile parties Offerors shall respect equal treatment among Economic Operators (all offeror Implement fair process which assigns all related tasks to delivery periods, develop an interim Confederation) during the course of a procurement procedure Completing the form or mention the races (virtual, cancel the competition rather than the loser, Northern Hemisphere) on pitch) Therefore, participants should have access (in an appropriate time frame) to LOA Form will be considered as acceptance of Plant Science's standard P/N as statement of work.

Communication on a scrum-agile team is key to customer satisfaction and the success of the team. c. Informational Radiators: One common organizational tool is a virtual informational radiator, a space where the team keeps company-relevant information that is always current (Cobb, 2015, p. 139). An example of an online information radiator is JIRA, among some others, which provides the means for a real-time visualization of the team through a ‘Scrum Board’. Communication is one of the key principles of a scrum-agile team and information radiators serves the purpose.

Scrum-Agile Approach

I believe the scrum-agile strategy was much better than its alternative for the SNHU Travel project. The only drawback being that it was hard to estimate how long the project would take, because you can make changes. This can let the project scope blow out of control and can be hard to follow the deadlines. In contrast, I believe the pros outweighed the cons: for example, when collaborating closely with a team it’s easier to gather information and feedback, so higher quality work is delivered faster. This also enabled the requirement to be flexed, had communication been poor, I don’t think the change would have taken place. This project was facilitated due to the feedback, communication, collaboration and the responsibilities people were given, and I can’t think of another way that would have been a better for this project. I realize that other strategies might have been appropriate or would have been better suited to other projects, however in this case the client was consulted and the group made it clear that this was important, and as a consequence functional software was produced that met the need of the project. All in all, I believe the pros outweighed the cons in this case and the scrum-agile route was the right decision.

References

Cobb, C. G. (2015). *The project manager’s guide to mastering Agile: Principles and practices for an adaptive approach*

Atlassian. (n.d.). *Features of Jira software*. Retrieved June 18, 2023, from <https://www.atlassian.com/software/jira/features>