SNHU Travel Project Sprint Review and Retrospective

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During the making of the SNHU Travel Project, the Scrum Master contributed to the project because they are the ones who planned the Scrum Events which keeps the Agile Team in constant communication. The Daily Scrum is important because this keeps everyone in communication and gives updates on where the team is at during a sprint. Another event that is important is the Sprint Review and Retrospective because you dissect everything that happened in your last project and figure out what when right and what went wrong. In this project we used a tool called Microsoft Azure Boards. This was extremely helpful during the Sprint Review because it is organized and displayed where we finished with the sprint. You can also see any comments or attachments that were added to a task. You can compare the different task that were on the board at the end with the one at the beginning so you can see what was added. Communication is very important when it comes to the agile method because things change, and anything can happen. During the SNHU project, the stakeholders wanted to change their focus to detox and wellness destinations. Since this was a big change, the Scrum Master needed to schedule a team meeting to discuss the change and come up with another plan. This situation was perfect for the agile method because it is made to change. If the team was using a waterfall method, it wouldn’t work as well because once you finish the stages of planning, you can’t turn back. This shows one of the Agile Manifesto Values that we followed in our project, “Respond to change over following a plan” (Cobb, 2015). If we didn’t react well and come up with a solution to the situation then we wouldn’t have been successful.

The Product Owner is essential to the team because they represent the stakeholders or users. They are ones who take the stakeholders or users’ vision and help the team to understand it as well. Agile really pushes having the stakeholders and users involved with the project and it wouldn’t be possible without the Product Owner. Without the Product Owner, we wouldn’t be able to know that certain features the SNHU Travel wanted for their application. Some of the features that the stakeholders/users wanted was a list of the top 5 destinations or hot new deals based on a user’s profile. If the Product Owner hadn’t taken the time to really talk with the stakeholders/users face-to-face then they may have not learned all this important information. This is also helpful for when the tester or developers have questions about the users’ stories. Either the Product Owner will know the answer, or they can ask the stakeholders or users for the answers. Since it is the Product Owner’s job to keep in contact with the stakeholders/users, the team was able to learn that the stakeholders/users wanted to change the direction of the project. This is important because the stakeholders/users felt comfortable enough to approach the Product Owner and to trust them to help the Agile Team to adjust to this new information. This goes hand in hand with the Agile Manifesto Value, “Customer collaboration over contract negotiation” (Cobb, 2015). We were there to let the “customers” know that you can come to us, the Team, with any ideas. Then we can come up with solution that is reasonable, but still gives the stakeholders or users what they want.

Another important part of the Agile Team is the Development Team. Each are cross-functional, but also have some expertise in certain areas. On this project our team had a developer and a tester. The tester played a crucial part because they are the ones who create the different cases based on the user’s story. They are the ones who set the standards to see if each case passes or fails. The Tester is the one who goes to the Product Owner with any questions that they may about the users’ stories. With the SNHU Travel project, the tester sent an email to the Product Owner to clear any confusion they about the users’ stories. The developer also played an important role because they are the ones who are writing the code and managing the project. During this project, the Developer and the Tester need to stay in contact with each other because if the tester found a bug, they would need to relay that information to the Developer. The Developer sent an email to the Tester to ask for more detailed information about a bug. They also suggested a meeting to get a better understanding of the situation because sometimes it’s better to do things face-to-face. The Tester may also need to show the steps they took before finding the bug.

The agile method worked well with the SNHU Travel project because we were able to keep close contact with the stakeholders/users and we were able to adapt to the changes made during the project. If we were using the waterfall method, we wouldn’t have been able to accomplish either. It also sees the Agile Team as people rather than machines. This boosted the morale of the team and will encouraged them to do the best they can. They weren’t scared to fail or come to the Scrum Master for assistance. The agile method really focuses on communication which was one of the reasons why the project was successful. There was always communication between the Product Owner and the stakeholders as well as the developer and tester. We were able to get a better understanding of the vision of the stakeholders/users and we were able to get any questions answered. The Agile Team didn’t have to be concerned about asking a stupid question or feel ashamed because of the values that the Agile Method holds, such as openness and respect (Cobb, 2015). Because we used the agile method, we were able to deliver the finished project with confidence.

Resources

Cobb, C. G. (2015). *The Project Manager's Guide to Mastering Agile: Principles and practices for an adaptive approach*. John Wiley.