# Sprint Review and Retrospective of the SNHU Travel Project

# Scrum Team Roles

## I had the chance to learn about and participate in various scrum team roles during the Software Development Lifecycle course. I worked as a scrum master, product owner, tester, and developer during this course. I was able to learn and develop as a team member since I had the opportunity to observe how a scrum team operates from many angles. Even though I've worked in an Agile team for a while, this training has helped me better understand each role.

## Scrum Master

A scrum master is a crucial position that requires someone who is well-organized and reliable. By organizing and taking part in various duties like as sprint planning, daily scrums, backlog refinement, sprint reviews, and sprint retrospectives, a scrum master assists the team in staying on course. For a project to be successful, all of these sprint events are necessary.  
  
The team, which includes the product owner, developers, testers, and me as the scrum master, will get together before each sprint to plan the next one (sprint planning). This is required to guarantee that every sprint is finished effectively and on schedule. We will go over the possible storylines that will be included in each sprint at this discussion. During this time, priorities and revisions will be examined. I will be able to learn more about what has been accomplished, what is planned, and any roadblocks that could prevent the team from working together thanks to the daily scrum sessions. To obtain these insights, three crucial questions are posed at every meeting: 1) What did you manage to get done yesterday? 2) What do you hope to achieve today? 3) What barriers do you face? We've held daily scrums and mock sprint planning throughout this project, which has allowed us to hear about modifications that users and the customer would like to see in the finished product.   
  
Throughout the procedure, the backlog is improved. With the assistance of the scrum master, the product owner will be in charge of creating and overseeing the product backlog. Items will be added to the queue as problems or new items arise, and they will be taken out of the queue as they are finished. Additionally, we will reevaluate the stories' priorities and, if required, reassign them.  
  
In that order, the sprint review and retrospective are held. I'll talk about this in the section on the product owner. The team will finish the sprint review and deliver it to the owner. After every sprint, a team activity called the retrospective will be held to review the previous sprint. We'll go over what worked, what didn't, and how we can make the next sprint better. In addition to being essential to continual development, this phase helps prevent problems from recurring and causing delays.

## Product Owner

In a way, a product owner has several roles to play. In addition to the client, they also owe it to the company and team. Because they represent both the business and the end user, the product owner is the primary decision-maker in the project. They are in charge of deciding what is best for both parties and are aware of their needs and desires. When it comes to the product, the owner is also a communicator and subject matter expert. They will be able to communicate the product's vision and serve as the client or users' voice. Despite having several responsibilities, the product owner should take a step back from the team and simply provide recommendations, convey the goals and desires of the customer or user, and give guidance. Micromanagement, which is counterintuitive for an agile team, will result from going beyond this. In addition to communicating the product backlog items, the product owner will give the team a priority order. The team ultimately decides what is a priority, even though the product owner provides a priority ranking. The team uses user stories as part of assigning tasks and creating a priority order. User stories are produced by interviewing prospective users to learn about their needs and desires as well as what they like and dislike about comparable applications. Based on their needs and desires, we create user stories. Items are placed higher on the priority order if many users share the same desires. The team will give the product owner a sprint evaluation at the conclusion of a sprint. The product owner will go over what has been finished and verify that every task for that sprint has been finished and satisfies the requirements of the clients or users. Unless the product owner authorizes a postponement of the solution to a subsequent sprint, any faults discovered during that sprint must now be fixed. An illustration of a product backlog can be found below:

A product backlog with text

Description automatically generated

## Tester

The testers play a crucial role in making sure the finished product satisfies the requirements established by the customer, users, and product owner. In order to establish if an item succeeds or fails a test, the testers use the user stories to generate test cases. All of the pass criteria are included in the test cases, along with the factors that would determine a failure. The following is an illustration of a test case:

A screenshot of a computer

Description automatically generated

If the product owner needs any clarification on a particular user story, the testers will get in touch with them. To guarantee that the customer or user receives a high-quality product, test cases are created and utilized for most of the product, if not all of it. Effective communication is essential to a project's success. Here is an example of an email I sent to the product owner as the tester, requesting clarity and a possible meeting so we could discuss the issues at hand.

## To: Product Owner

## Subject: Need Clarification on Top 5 Destinations Slideshow Requirements

## Hi,

## I'm working on test cases for the Top 5 Destinations slideshow feature and need some additional details to ensure thorough testing:

## 1. What should the transition time be between slides?

## 2. How should the system handle failed image loads?

## 3. Are there any specific animation requirements for slide transitions?

## Could we schedule a quick meeting to discuss these points? This will help me create more accurate test cases.

## Thanks,

## Daniel Okonkwo.

## Developer

# The developer or development team on an agile team must be self-organized and cross-functional. The developers on an agile team can work on any part of the project; they only need to be able to clear the backlog and produce products that can be released. This contrasts with the waterfall model, in which developers would work on particular tasks in a particular order in order to produce a finished product. Although this team is given a list of tasks that must be accomplished along with the order of importance of each task, the team ultimately determines what has to be done and when. An agile project should include a development team of no more than three to nine people. I believe that effective communication is essential to success as a developer in the SNHU Travel agile team. In order to prevent needless rework, it is crucial that team members are promptly informed of any improvements made to the project. In order to make sure that everyone is in agreement and that everything proceeds without hiccups, queries should also be made about any unclear areas of the project. I had to ask a few questions in order to fully comprehend the demands of the client/users when modifications arose during the SNHU travel project. Among those inquiries were: While we are revising the previously finished work, I would first need the product owner to define any extra needs or desires that the customer would like applied. If there are any particular detox or wellness requirements that should be taken into account, that would be another topic. I would also inquire about the product's layout and design, as the buyer could want a more tranquil appearance given that it will now be centered on detox and wellbeing.

**Scrum-Agile Approach's efficacy for the SNHU Travel Project**

I think the scrum-agile strategy is the greatest option for our SNHU Travel Project. There are always advantages and disadvantages, just like with anything else in our life. Quick product delivery, project adaptability, transparency, ease of collaboration, ongoing improvement, and minimal pre-project preparation are some of the advantages. The fact that the project is divided into sprints enables the teams to finish the sprints with concentration and the assurance that they won't be prolonged. This enables follow-up from each sprint to be applied in the subsequent sprint, which is possible because a project has numerous sprints. This implies that in the event that a particular sprint has issues, the team can adjust to make sure the problem doesn't arise in the subsequent sprint. The team can start working more quickly because there is less planning required at the start of the project because it is divided up. On the other hand, the scrum-agile strategy has several drawbacks. Projects with a clear aim will benefit from this more than those with an unclear one, which may lead to project creep. Items may get lost in the shuffle and sprints may lag if the team is not adept at maintaining their project boards current. Because several sprints are used, it is often challenging to estimate a certain timeline. Given that things are finished in sprints, documentation isn't always at the forefront and occasionally lags until the very end.