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CS-250

Final Project

Sprint Review and Retrospective

The SNHU travel project would not have gotten as far as it did without the many roles assigned on the scrum team. After taking on different roles, I now understand how each role contributes to the overall goal/project. When assuming the role of scrum master, the main takeaway was that I had to be the bridge between the scrum team and stakeholders. Scrum master’s main responsibility is showing up to meetings with an open mind but also sticking to the rules, so we get the outcome we want. Ensuring that we collaborate professionally and foster a positive work environment. After this role I went on to being the Product Owner for the following week/module.

In the role of product owner, I was tasked with creating user stories from a meeting held with prospective users. After the meeting I took the notes and created use stories where the users will get the outcomes, they wanted such as an app that tracks their preferences and shows them deals/discounts based off that information. These user stories are then used for creating the backlog when going into sprints with the scrum team. The role I assumed after this was that of a tester, where we make the test cases from the user stories.

The tester role consisted of creating test cases where we write the outcome, we want from each user story but going more in-detail. An example would be creating a user sign-up page, when going more into detail the user would want to click on ‘sign-up’ link and the output for this action would be a webpage that open that contains fill in the blank for basic information (such as full name, email address, phone number) and then creating a unique username and password. In this role we also had to reach out to the product owner and ask clarifying questions for the test cases and make updates according to the response. The last role I undertook was that of a developer where the task was to start developing the test cases we worked on.

This last role we assumed consisted of working on the first test case which was the slides for the top five vacation destinations. We had to look up the relaxing destinations and alter the code to get the desired result, which was a picture on each slide, followed by the name of the location and a small one-sentence description to highlight the destination. In this role we did encounter an issue with communication on the product owner, so we also had to address the issue in a professional manner without harming the collaborative environment. We were able to make these changes and complete these tasks because we are using the scrum-agile approach.

The scrum-agile approach worked for this project because it consists of frequent inspection to ensure we are adapting to get the deliverable out on time and to the owner’s liking. Since this method is all about collaboration by doing daily stand-ups and sprint reviews, we always have continuous feedback and improvements. These meetings help us meet the end-user needs creating an application that also meets the expectations of stakeholders. In the project there was a focus group meeting with prospective users where they voiced their opinions and what they wanted out of the application based on their own experiences. During this meeting they mentioned wanting an app that offers deals and discounts based off their preferences. This allowed me to create user stories centered around user preferences and deals/discounts. The agile approach is also helpful when it comes to sudden changes or interruptions made to the project.

Due to the flexibility of the agile method, when changes are made the team adapts and can keep planning. Since the method consists of multiple sprints and regular reviews the team can adapt the plan and make changes along the way. An example would be during the developer phase we got feedback from the product owner saying stakeholders wanted the top five destinations to be centered around ‘rest and relaxation’. This was a change in direction for the destinations and to make this change we had to go to the development phase and make changes to the code and list destinations based on that. After this interruption in our process, I did have to tackle communicating with the product owner as many team members were upset.

I wrote an email to the product owner regarding the update given during the meeting. When writing the email, I made sure to stay professional and not shift blame onto her. In the email I tried to sound as understanding as possible by stating that sometimes changes happen and we will try our best to make the changes in a timely manner. I also made sure to include a solution in case this type of thing happens again, if there are any decision that have not been solidified then I asked if she could tell us so we could put a place holder and we could start on another user story so as not to waste time. Again, my goal was to be professional, understanding, and offer solutions to maintain that collaborative relationship intact.

The team did well because we used Google Slides as our collaborative website, emailed to ask clarifying questions, and held a focus group, daily scrum meetings, and sprint planning meetings. Google Slides helped us plan our work together and see what we needed to do. We also talked to the user group to make sure we were building something they would like when we worked on our user stories. We showed our progress to everyone using Google Slides and talked about how we could do better next time. The daily scrum also gave us more details and helped us adapt in our planning.

When using the agile method in the SNHU Travel project we faced some issues but overall, I think it worked very well. Some cons were the communication within the team, although agile is very adaptive it takes more time when there are drastic changes being made and we must start some processes all over. This method also requires an open mind from the team members who maybe are not used to this approach. It requires a lot of collaboration and being in constant communication therefore members need to remain professional and open minded towards one another to maintain a positive work environment. Again, just like there are downsides, there are also some positive aspects.

Overall, I think the project was successful due to using the agile method. We had a focus group with end users that helped us plan user stories. After that we adapted our test cases according to the feedback from the product owner when the stakeholders wanted specific type of destinations. Lastly, constant communication and collaboration allowed us to progress appropriately and have the application working bit by bit. Breaking up the tasks into smaller pieces makes everything more manageable. The scrum-agile method was the best approach when working on this project. We were able to get plenty of feedback, make appropriate plans, and adapt them when needed, which would only be possible with the agile method.

**Resources**

Schwaber, K., & Sutherland, J. (2020, November). The Scrum Guide The Definitive Guide to

Scrum: The Rules of the Game .

Cobb, C. G. (2015). In *The Project Manager’s Guide to Mastering Agile opens in new window*.

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