Elizabeth Trost

[elizabeth.trost@hotmail.com](mailto:elizabeth.trost@hotmail.com)

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**Final Project**

This is the Sprint Review and Retrospective for the SNHU Travel Project we worked on as a team. As a team we engaged in Daily Scrums which were held in the conference room at 8:30AM each morning and lasted fifteen minutes. Each member of the team engaged and answered the questions: What did you do yesterday? What will you do today? What impedes you? It was especially helpful that as a team we were able to quickly identity issues that were considered sidebar conversations. I appreciate the collaboration our team showed during these meetings.

On this project I, as Scrum Master, initiated the Sprint Planning, I made sure the entire Scrum Team was involved and educated on the projects. As a team we brainstormed ideas for Sprint events. I helped us validate each Sprint by asking: Why is this Sprint valuable? What can be Done in this Sprint? How will the work get done? I timeboxed eight hours for each one-month long Sprint. I encouraged and coached the team when questions arose about how to move forward with the project when the requirements changed, and we needed to focus our efforts on creating a top five for health and wellness destinations.

The Product Owner worked with a group of users and or stakeholders to get a complete picture of the user’s wants for this product. The interviews allowed the users to elaborate on the ideas of others and recall thoughts they may have forgotten or may not have even thought about. The Product Owner informed the users why they were there and communicated to them how essential they are to our company and the success of the product that was to be developed. The Product Owner deciphered the needs of the user during the interviews and created the user stories that were used to develop the product. Following INVEST, the Product Owner made sure the user stories were Independent, Negotiable, Valuable, Estimable, Small, and Testable. When the Developers had questions regarding the pre-conditions for the user stories the Product Owner answer swiftly allowing the team to move forward. The Product Owner quickly updated the team when the requirements of the project changed and deprioritized other user stories within the Product Backlog.

The Developers also known as the testers and the developers worked diligently to make sure the product meant the requirements and worked efficiently. They made sure to hold one another accountable for their portion of the project. It was encouraging to see how gracefully they worked together and supported one another. Specifically, the testers created the test cases based off the user stories provided by the Product Owner. When the testers needed additional information on a user story, they reached out to the Product Owner and requested for further explanation on the user story. When user story one needed clarification the testers sent an email to the Product Owner and asked: Where should the link be located (Homepage? Profile Page?), How many recent trips should be viewable, and Should the travel preferences be input with a list and checks marks. When the requirements of the project were updated, the testers were able to promptly update their test cases which allowed the developers to move forward with their tasks. The developers of our team did a wonderful job at making sure our product was running successfully and the code was created using best practices. The developers reached out the Product Owner and the testers during this project for clarification on the user stories and the test cases. The changes the developers requested should be noted by each party so our next project the development of the product will go smoother.

The Scrum-Agile approach to the SDLC aided each of the user stories to be accomplished by allowing the flexibility to go back and revise a user story when details were missing or were unclear. The Scrum Team used these stories as a roadmap to move forward in the development of the product. For example, when our testers needed more information on user story three, they reached out to the Product Owner and asked: Should there be a minimum budget set, How many vacations should be shown fitting their budget, and What will happen if there are no vacations that fit their budget. Our Project Owner quickly responded with the answers to these questions which allowed development to continue.

When the requirements of a user story changed our team was able to quickly change focus and finish the project strong. The use of the Scrum-Agile approach encouraged our team to remain flexible and gave us the ability to shift our attention to the new product goal of the top five destinations in health and wellness. We were not required to scrap everything we had previously created instead we were able to update the program with our new requirements and did so seamlessly.

Throughout this project, our team was able to communicate successfully with one another. When questions about clarity arose team members quickly forwarded their questions to the proper person(s) which were then answered promptly. These conversations allowed our team to develop a program that met all the requirements given. Here are a few exceptional correspondences between team members during this project:

Dear Chrissy (Product Owner),

I have a few questions regarding the user stories that have been created. I am currently working towards developing test cases but need a little extra detail to make them effective. Could you please answer the following questions?

**User Story One**

* Where should this link be located? (Homepage? Profile Page?)
* How many recent trips should be viewable?
* Should the travel preferences be input with a list and checks marks?

**User Story Two**

* How should the hot deals be shown 1 to 10 or 10 to 1?
* Should the user be able to input a price range?
* Which pages will this link be viewable from?

**User Story Three**

* Should there be a minimum budget set?
* How many vacations should be shown fitting their budget?
* What will happen if there are no vacations that fit their budget?

Thank you,

Tester

The example above does a great job outlining questions that will need to be answered by the Product Owner before the tester can create the most effective test cases possible. Another correspondence below reads:

Dear Brian (Tester),

The test cases you developed for the project were fantastic. I only ask you to be sure to break down the test cases in terms that the computer will understand. Having clear and concise test cases allows me to focus on developing the program instead of worrying if the program is meeting the requirements.

Have a wonderful day!

Developer

The correspondence above shows how our developer was able to clearly express their need of clear and concise test cases. Both examples show how effortlessly the team stayed in contact and made sure to make transparency a top goal of our team.

It is my opinion that the Agile communication practice of using information radiators such as a Scrum Board or JIRA is the most successful tool for keeping communication open between our Scrum Team members. This practice kept everyone on the team informed and up to date with what needs to be done, what has been done, and issues needed to be addressed. A communication practice that allowed our Scrum Team to complete the SNHU Travel project successfully was Scrum Events. The Developers were able to reach out to the Testers when the test cases were not clear. As well as the Product Owner was able to update the team on new requirements for the SNHU Travel website.

The effectiveness of the Scrum-Agile approach for the SNHU Travel Project far exceeded my expectations. Benefits to using this method included the creation of a higher quality product, flexibility, and an enhanced focus on the results. A negative to using this approach was the limited documentation on our product. Although we did not output the amount of documentation, we have in the past using Waterfall methodology, I believe the Scrum-Agile approach was the best option for completing the SNHU Travel Project. It offered us the flexibility to switch focus when the requirements changed and allowed us to develop a high-quality product quickly and easily.