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**Sprint Review and Retrospective**

Throughout this course, I was tasked with taking on each role in a Scum Team to develop the SNHU Travel website, switching from waterfall method to the agile method. The Scrum Team is made of 3 parts; the Product Owner, the Scrum Master, and the Development Team, and the Development Team is then split into Developers and Testers. This paper will provide an analysis of how the Scum-Agile approach to this project was beneficial or nonbeneficial for development of this project as well as how each role of the team adapted to the new methods.

**PRODUCT OWNER**

While every member of the Scrum Team is critical to the project development, the Product Owner is crucial as it connects the client/users and the development team. As the Product Owner, it was my job to meet with the client and end-users to get the exact requirements and expectations to be passed on to the rest of the team. The requirements of the SNHU Travel site are given by the client, which would be SNHU Travel, while the users provide expectations and things they would like to be added as features. Talking with both is beneficial to the development team, as the requirements from the client are necessary for building the website and input from end-users helped me to create and prioritize the user stories that I needed to add to the product backlog, which also shapes the way the development team approaches the project.

**SCRUM MASTER**

When I assumed the role of Scrum Master, I was tasked with supporting the Product Owner with creating the backlog and maintenance while ensuring total transparency on all levels within the rest of the Scrum team. I was the main communication between the Product Owner and the Development Team. Once the Product Owner created the User Stories and added them to the product backlog, I would call a Sprint Planning session to review the User Stories that would get accepted into the first Sprint. During this session, we implemented the planning poker estimation technique. This technique helped the team to determine the level of effort required for each User Story. Once each User Story has gone through the estimation process, development of the project began.

I then held daily Standup meetings, a fifteen-minute meeting, to go over the day’s activities and progress made/to be made. The benefit of these Standup meetings is to maintain transparency and to identify any uncertainty that could impact development and resolve it. My goal as Scrum Master was to be a resource for the team and to provide guidance in the transition from waterfall to agile, as well as provide a safe and open environment to avoid issues with communication and trust with the rest of the team.

**DEVELOPMENT TEAM**

When taking on the role of the Development Team, I had to take on two separate roles. As the Developer, I was given the freedom to create my code as I saw fit, if it met the necessary requirements provided by the Product Owner. As a Tester, I needed to collaborate with all members of the team to create test cases, used to identify any bugs that may be introduced during development and help get them fixed. These roles are both important as they aid directly in the development of the code itself and grouping them together can help with the agile approach by cutting down the time it takes to do tests and relay bugs.

**Agile Approach and User Stories**

The Scrum-Agile approach really helps isolate critical functionality within a project that is being developed, and software planning can be very complex if you haven’t planned properly or if not executed properly. Having the ability to break down complex tasks into smaller increments is key to a successful deployment, and with the SNHU Travel project, focus groups were held with end-users where we collected requirements and created User Stories. These User Stories described the functions expected of these requirements. User Stories are meant to be short and descriptive, short so they can be easily made and descriptive enough to be understood by both users and Developers. The standard practice for User Stories is to state the requirement and isolate the functionality and its purpose. We did so by naming the requirement, stating what the function of the requirement is as stated by the user, and how it should function if implemented properly to test for bugs.

**Communication and Interruptions**

One of the biggest benefits of the SNHU Travel project being agile was that it allowed all of us to adapt if the requirements were to change at any point. Which they did, the types of travel that needed to be listed changed, and it showed that having open communication and an open mind can help with interruptions in the development process. As requirements changed, testers and developers had to change certain aspects of the code, and to make sure that they fixed the code correctly and it still met all the requirements as before as well as the newly added ones.

**SOURCES**

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile: Principles and*

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