7-1 Final Project

Sprint Review and Retrospective

Josh Hall

***Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project****.*

**Product Owner:**

For the SNHU Travel project, the Product Owner was responsible for holding the meetings with the end-users and stakeholders around the needs that the service would meet. They defined the project's goals and prioritized the backlog with these user stories. During the sprint, the Product Owner led meetings delivering these user stories to the Scrum Master, Testers, and the Development Team. They also led any additional meetings in order to keep the Scrum Master and Development Team informed and on track regarding any design changes.

In addition to keeping the internal teams up to date with all of the relevant features, requirements, and expectations, the Product Owner also communicated the team's progress to upper management and to stakeholders during the sprint.

**Scrum Master:**

The Scrum Master focused on working and communicating with the Product Owner to ensure the goals for the current sprint were being met, and to let the Product Owner know how the team was progressing on a daily basis. The Scrum Master led the team in a daily Scrum meeting, leading the discussion in a transparent manner to make a good example. They also owned the Backlog refinement process, and worked with the team before the sprint planning phase to ensure that the details of the user stories were clearly outlined and understood. These sessions were distinctly time-blocked and clearly focused so that the team could utilize time estimation in order to adequately prepare each backlog topic.

**Tester:**

The Testers in the project were responsible for taking the user stories and defining a required output of the progam given a certain input. This role's success required communication with the Product Owner as well as with the Development Team to appropriately determine the scope of testing as well as the detailed features of the software that should be expected. Asking detailed questions about what to expect in regards to specific software implementation helped the Testers design the most relevant tests.

**Developer:**

The Developers would check in with the Product Owner to clarify any missing technical details in regards to the user stories for the sprint. Through effective communication with the Product Owner and Scrum Master, the Developers would also request that any technical changes be brought to the team's attention immediately so they could be implemented properly. Additionally, the Development Team ensured that the Product Owner had access to the technical breakdown that the Development Team was working off of. Overall, the Developer's role was a success when they could communicate effectively within their team to accomplish the proper tasks at the proper time, and communicate outside with the Product Owner to clarify details and provide clarification themselves.

***Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.***

As the first part of the process, user interviews were conducted to get the real-world needs documented. These interviews described wanting a service that listed the top 5 most relevant travel packages for a given user related to their personal settings and travel history. This functionality was defined and separated into three main user stories by the Product Owner. The Scrum Master and Development Team further refined the stories in the backlog, adding technical details and providing each user story with an estimate using an agreed upon time estimate scheme. During Development, the team was led in a daily Scrum meeting by the Scrum Master to discuss their progress, their impediments, and their daily goals. The testing team defined test scenarios, describing what outputs to expect with a given input. When there was a change mid-way through the sprint regarding the design of the list and the content to be focused on, the Product Owner called a meeting with the lead Tester and the Scrum Master, and the changes were documented and agreed upon so that the team could adjust appropriately and move forward. After the testing team passed each user story, the sprint increment could be verified as done and reviewed by the team and the Product Owner.

***Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction****.*

During the project, the focus of the content shifted towards providing a different type of travel experience focused on health and wellness, and the style of the top 5 list was changed from a static list to a slideshow. Additionally, the types of vacations suggested would need to focus on health spas and wellness retreats. Because the team was organized in a Scrum-agile structure, there was a clear path to making the changes. Since only parts of the whole were being worked on during the sprint, reorienting the team to change these details did not derail the project, and only required a meeting called by the Product Owner to discuss the changes, and a few changes made on the Development and Testing teams to cover the few technical and content differences the changes would necessitate.

***Demonstrate your ability to communicate effectively with your team by providing samples of your communication.***

*"Hello Patricia,*

*I have been reviewing the current set of user stories for the upcoming sprint, and have the test cases prepared. Additionally, me and the team have brainstormed a set of questions on potential overlooked details in regards to some of the user interface functionality, and are hoping to receive some clarification before finalizing the test cases. The included questions are attached below. If you and Devin with the Development Team could work on clarifying these for us that would be great, and thank you for your time,"*

This was an example of communication in regards to some unclear content of user stories from the perspective of a Tester. The communication references specific detailed questions and prompts the Product Owner to collaborate with the Development Team to provide specific answers in return in order that the testing team can properly describe their expected outputs for the test scenarios. This was an effective approach, as I reached out proactively before we were faced with trying to utilize tests that wouldn't have worked with the final product.

***Evaluate the organizational tools and Scrum-agile principles that helped your team be successful***

We utilized a Jira project management solution for this project. The Development Team had access to a shared global view of the sprint user stories which were displayed in a kanban style, while the Scrum Master and Product Owner had access to the full backlog list for refining, planning, and editing purposes. This solution let us assign specific team members to each user story, and to include progress within each card.

This tool came into play at each moring stand-up, as when we talked about what we were working on we could reference a given card by generated ID, which made it easy for everyone to track. Additionally, we had a few members of the team working remote during the sprint, and having a fully digital project management solution like Jira made it easy for these members to contribute to the stand-ups and to stay on track with the rest of the team.

***Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project***

Overall, the Scrum-agile approach was a great fit for this project. Because of the size of the overall project, we worked on the first of several sprints. Since there was a change in the design midway through the sprint, Scrum enabled us to adjust our approach and continue on the sprint with an alternate trajectory.

A con of using the agile approach over a traditional fully planned approach like waterfall is that we did not have the complete picture including all details in the beginning, hence the design change midway. So while agile is good for being able to make those changes, it can be potentially less consistent overall, or at least cost more in time expended since it allows for these kinds of shifts.

Given the ongoing changing nature of the requirements of the project, I think that Scrum-agile was a good approach when compared to a more "set in stone" solution like waterfall.