SNHU Travel:

Sprint Review and Retrospective

Sarah Brady

Southern New Hampshire University

Throughout the development of the SNHU Travel project, each member of the project play a vital role that allows for success of the project. Beginning with the Product Owner, who’s role is crucial with organization and analyzing the project from the start. The Product Owner maximizes the value of the work of the Development Team (Raza, 2019). They provide valued communication between the team, stakeholders, and client. With the SNHU Travel project, the Product Owner communicated with the users and the client with what they hoped the end result would be. With this, user stories were created for the team. The Product Owner also relays any information such as changes or modifications to the project requested by the client. With the SNHU Travel project, the clients decided to have their main focus to be on health and wellness vacation packages. Throughout this modification, a tester would email the product owner requesting information and clarification about this change, in-which will be relayed to the team. The Product Owner pushes the team to reach a goal. In this case, a successful fully functional vacation booking website with a focus on health and wellness.

The development team is responsible for delivering the final product. They are self -organizing and cross-functioning who collaborate towards building and delivering a software product based on agile principles of fast development and iteration (Raza,2019). With the SNHU Travel project, the development team is vital in order to achieve a successful and fully functional website while also meeting the requirements of the client. With the SNHU Travel project, the developers created the code which made the website function as the client hoped for. With the slide show of the “Top Five Destinations”, the development team had to create a program to format and display the destinations for the user to see as they navigate. Next, the development team had to make modifications to the project when the client changed their focus to health and

wellness. It was up to the development team to meet the new requirements set by the client in order to create a successful project. This role is similar to that of a tester. A Tester makes sure the development team is creating a project that functions correctly within the standards given by the client. The Tester will inform the development team of any errors discovered that need to be corrected before the next sprint. They also get information and clarification for the tests. With the SNHU Travel project, the Tester reached out to the Product Owner asking for help understanding the changes requested by the client. A tester and Development Team have very similar roles, but both assist one another in order to create a functional project free of errors.

The Scrum Master coaches the team members in self-management and cross-functionality (Nardan,2017). They are responsible for removing concerns that “could negatively affect the Scrum Team’s progress (Nardan,2017). They make sure all of the scrum events are “positive, and kept within the timebox” (Nardan,2017). A Scrum Master is in charge of creating and executing Scrum events. They make sure the team stays organized and keeps all communication flowing. Communication is key. Collaboration is key. The Scrum Master ensures all policies and procedures are being followed. The Scrum Master is who is organized the agile team. They also are in charge in scheduling Sprint Review, Planning, Daily Scrum Meeting as well as Sprint Review and Retrospective. With the SNHU Travel project, the Scrum Master is the first member of the team to get the project started. They put together the mission statements and the goals for the team. The Scrum Master has already envisioned the end result. With the SNHU Travel project, the Daily Scrum meetings are scheduled to ensure all communication with everyone involved would be discussed to determine what is or isn’t going well with the project.

What changes are needed? What successes have we had? What team collaboration issues are we having? The meeting would also address modifications requested by the client and project risks.

User stories describe what is being developed and how they should appear. A Scrum-agile approach assisted with helping each user story be completed because of the flexibility and potential modifications that is the agile method. Being able to make changes helped the completion of the user stories because there is no set-in stone planning structure. Change is accepted with the agile method. When the client requested to change the “Top Five Destinations” list to a list showing strictly health and wellness destinations, the team only had to make minor changes because they already created most of the requirement met.

In week 5 the SNHU Travel project was interrupted when the client wanted to change what destinations would be featured. Since the agile approach is flexible with modifications and planning, the team didn’t need to make many changes and meet the updated requirements and was able to continue working efficiently. With this, having the work completed in sprints was greatly helpful during this change.

A sample email of what was sent to the Product Owner and Tester is shown below.

Email:

Dear Project Owner and Tester,

I wanted to take a moment to let you know how excited I am about the travel website project. I look forward to working with everyone on developing a project suitable for our current market. Based on the last meeting, we need to be focusing on some new changes and requirements. The

user stories need to be changed and I need to be aware of what the changes were made and when. I would also like to begin test cases so that we all can see how the project is working with the new changes. I would like to see the following changes: placement of destination photos (would like to see them at the top of each slide), move the description of each destination below their corresponding photo, and user history preferences. Please discuss these with your team and respond back. There is a sprint deadline we need to meet, and I would like to see these changes implemented right away. Please contact me with any questions/concerns.

Kind Regards.

Developer of SNHU Travel Project

The reason for the email was simply to address the changes requested by the client. Feedback was also wanted in order to determine what needed improvement and how to make the changes. I asked specific questions so that I could get specific answers and clarification of the details needed to meet the new requirements. I made it apparent who my questions were for. I wanted all communication clear between the Product Owner and Tester so that everyone, including myself were on the same page.

Many of the Agile principles contributed to the success of the team. The daily meeting discussed changes and modifications made to the project. This allowed for a group discussion and helped everyone stay on top of the changes as well as a new plan to get the project completed by the deadline. Agile tools that helped contribute to the success of the team include emails and an online message board for the team. This kept communication open and allowed for everyone to contribute on their own schedules, allowing for more work to be done more

efficiently. For example, whenever a team member needed clarification or wanted to discuss an aspect of the project, they were free to use the tools described in order to get the clarification they needed. The organizational tools and Scrum-agile principles that helped the team be successful were constant communication such as emails and meetings. Without communication, the risk of not meeting the new modifications and requirements would have been very high, and ultimately would have negatively impacted the team and end result of the project. Having tools like email and meetings allowed a member of the team to use these tools if they needed further clarification of the project.

The pros of a Scrum-agile approach are the flexibility and communication and collaborative teamwork. In order to have a successful team, you have to one efficient communication. This allows the work to flow smoothly with little to no stress added to the team. The Agile approach provides this. It was very difficult to think of any cons, but if I had to think of one, it would be risk of constant change of the project. Because the agile approach is flexible, it means a project could change at any time, which could be stressful on the team and possibly cause potential deadline concerns. The Scrum-agile approach was a great approach for the SNHU Travel project because of the changes that were requested by the client. Little changes were made by the developers while also meeting the deadline. A Waterfall approach would not have worked especially with the challenges presented when changes were requested by the client.

Resources:

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