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CS-250

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26 February 2024

7-1 Final Project: Sprint Review and Retrospective

Transitioning from a waterfall to a more agile-based approach to project management has made a complete difference in the way in which the team goes about completing tasks. Ultimately, leading to completing deliverables on time and creating a product that is both robust and has clean code. For instance, during the SNHU Travel project, taking the role of the Scrum Master, who is the one in charge of assigning tasks and facilitating scrum meetings with team members. Having such a role in an agile team can be a great way to get a new team member acclimated with the team but also ensuring that the expectations are being met at their designated timelines. Not only does the Scrum Master take a role in the successful development of the product, but also the Product Owner. The Product Owner role is the one role that oversees creating epics and ensuring the team understands the requirements that the user or stakeholders are expecting there to be as well as spreading the vision or goal of their product. For example, during the SNHU Travel project, the Product Owner took the initiative to ask users what they wanted from the SNHU Travel project, and many users answered with having customized travel trips being offered to them and how the user interface should be laid out for an intuitive website. Once the Product Owner created the epics needed for the development to work on, the scrum master becomes part of the equation. The Scrum Master role is primarily in charge of making sure the development understands what the requirement is expected of them as well as ensuring the team is progressing towards their sprint goals. In addition, the Scrum Master also makes sure that everyone is working as a team instead of just one team member actively participating. As the sprint commences, the daily scrum call is used to get updates from the development team and address any concerns regarding their user stories. The two roles that go hand in hand are the developer and QA or tester roles. Both roles must work together to deliver a high clean code product to their users. The tester creates their test cases and gives feedback on what went well and any areas of improvement for the developer to take note of. In the SNHU Travel project, the tester had to create their test cases and what is expected to occur once the test case was executed. Furthermore, if there is a lack of details of what the expectations are, the tester can ask the product owner to provide additional details. All in all, the multiple roles that each person takes up, ultimately lead to the development and release of a successful product.

The completion of the user stories utilizing scrum-agile approach is an organized way to complete deliverables on time in a project management way. One of the ways that user stories helped to complete the SNHU Travel Project was by keeping track of the user story and if there were any blockers impeding it from completion. For example, whenever the user wanted to have customized vacation plans shown to them within the SNUH Travel website, a user story was created for this feature. Once the feature was in progress and the developer customized the SNHU Travel website to a user, it was then where the tester began their work of testing the implemented feature. The feature seemed to not be user friendly, so the developer had to implement again the same feature but with a different layout. Then, again, it was tested by the tester and once the tester completed their testing and assured that the test cases were successful, then the user story could be moved to Ready For Review. However, the Product Owner decides to change direction on what the Slide Show vacation suggestion page should look like, so then again, the developer is tasked with reimplementing the new layout and the tester to approve the new layout is functional as expected. Hence, utilizing a scrum-agile approach helped to complete user stories as well as support when the project changed direction.

Communication within a team is vital to the completion of a project especially whenever it comes to blockers. Having the ability to communicate such issues is a good way to mitigate deadlines changing due to having issues at the last minute. One of the many ways in which to communicate is during the scrum calls. During scrum call, it is a great way to communicate to others about the issues you are having with your user stories. By bringing up problems within the scrum call, it helps to encourage collaboration within the team as well as share of knowledge.

A way in which scrum-agile principles can be tracked is by using an Excel sheet to list out user stories and their priorities as well as the description of them. This organized approach helped to complete SNHU Travel project as it helped to visualize the user stories and seeing if deadlines need to be extended. Another way in which it helped was by giving a general guideline into what deliverables needed to be worked on and what was already completed as to minimize rework. If these project management tools were not working, the retrospective would be an excellent way for the team to voice their concerns over the way in which user stories are being tracked.

All in all, utilizing an scrum-agile approach can be great way to track project deliverables and see their progress. The SNHU Travel project was a great way to practice a scrum-agile approach as there were features that needed to be implemented and helped to show to the Product Owner the progress of the implementation of the features. In addition, team members are able to voice their concerns over the daily scrum call and the retrospective.