SNHU Travel: Sprint Review and Retrospective

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**Scrum-Agile Team**

During the SNHU travel project the entire Scrum Agile team worked well together and was an important asset in the development of the project. The team consisted of a Product Owner, Scrum Master, Developers, and Testers.

*Product Owner*

The Product Owner serves as the bridge between the clients and the development side of the project. They define requirements, and work with the end users to finalize a vision for the finished project. This could involve focus groups, or interviews as well as gaining feedback about the latest trends in travel and travel destinations. The Product Owner also worked on creating and prioritizing the User Stories that were being added to the Product Backlog.

*Scrum Master*

The Scrum Master worked with the entire team, facilitating the daily Scrum meetings, acting as the go-between for the product owner and the development side of the project and helping to facilitate the Spring Planning. The major responsibility was to be a leader and provide guidance to the rest of the team in Agile.

*Tester*

The tester was responsible for creating test cases that could help identify any issues or bugs that may arise. The tester worked with all members of the team to provide the best possible test cases that would identify any headaches.

*Developer*

The developer worked as a member of the team to freely work and develop code using industry best practices. The developer worked closely with the rest of the team to best understand the product vision.

**User Stories**

Using a Scrum-agile approach to the software development lifecycle helped each of the user stories come to completion by breaking them down into smaller segments that allow for quick completion. The idea behind this is to gain end user input about the features they would like to see implemented into the final project. These are then translated into user stories that are short and descriptive so developers can take them and begin their development.

**Interruptions**

The Agile Manifesto talks about “responding to change over following a plan”, and “Welcoming changing requirements, even late in development”. This occurred when the Product Owner informed the Scrum Master that the travel destination's focus needed to shift to more wellness/detox focused locations. While this changed the direction of the final project, Agile allowed for just revising the already written code to meet the new requirements.

**Communication**

During this project the team worked hard and communicated by use of the daily Scrum Meetings, and managing other communications via email. These correspondences via email contained very specific and direct questions regarding issues that would allow for precise responses that leave no questions when it comes to the final vision.

*To: Christy (Product Owner)*

*Cc: Nicole (Developer); Brian (Tester)*

*From: Ron (Scrum Master)*

*Subject: Detox/Wellness Travel Clarifications*

*Hey Christy,*

*I took a look at where we are at with the current user stories and where we are in the process of developing test cases. I am struggling with a few questions and am in need of some additional details due to the new direction and focus you would like to go with the website. Can you get back to me about these questions? I just need some specific metrics to fully understand your vision and define our test cases.*

*Detox/Wellness*

* *Are we going to change the top 5 destinations to detox/wellness focused?*
* *Are we going to add a detox/wellness “hot deals” in addition to the current “hot deals” or replace them?*
* *Are we going to add in the detox/wellness to the trip type? (cruise, museums etc) Or scrap the current ones and only focus on detox/wellness?*
* *Can you get me a new product backlog?*

*Thanks,*

*Ron*

**Organizational Tools**

The best, and greatest tool that the team has is Agile. This framework helped outline sprints, daily scrum meetings, and product backlogs. We also used eclipse to help develop the product as well as utilizing email and the daily scrum meetings. When looking at how to organize the sprints we used affinity grouping to help estimate the sprint length.

**Assess The Effectiveness**

The Scrum-Agile approach was the best approach for the SNHU Travel project. During the project there were a few times that the product owner came and changed some of the goals and user stories. The agile process allowed for an anticipated change and how to respond to it. The agile focus is also very customer first and pushes for delivering working software quickly. This helps when those unexpected changes occur. Had the team used the waterfall method there would have been no ability to make those changes within the requested time frame. I don’t believe there are any cons when looking at the Scrum-agile approach during the project. This is truly an example of why the Scrum-agile method is much more flexible and customer focused.

**References:**

Cobb, C. G. (2015). *The Project Manager's Guide to Mastering Agile: Principles and practices for an adaptive approach*. John Wiley.

Manifesto for Agile Software Development. (n.d.). Retrieved April 17, 2022, from https://agilemanifesto.org/