### Sprint Review and Retrospective of SNHU Travel Project

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Through the length of the team’s project, each team member had an important part to play in its success. I, as the Scrum Master of the team, helped facilitate the daily meetings that helped the team regroup and organize themselves for the day. The key aspect of these meetings is communication, which is a huge requirement in an agile environment. I help with this team communication and help resolve problems that are communicated to me that may be in the team’s way. The product owner of our team was able to be our gateway between the team and SNHU Travel. They communicated with SNHU travel about their needs and gave the team the requirements that the client wanted in their system through user stories. They also maintained that communication with SNHU Travel throughout the project and was able to let us know when SNHU Travel changed their minds about how they wanted the top destinations page to look. Because of this, we did not have to restart our entire project or figure out at the end that the client did not like the software; we could just make some small adjustments and continue forward with the project. The testers of our team were able to use the user stories created by the product owner and turn those into test cases for specific features of the system. These test cases helped establish what the expected input for the feature would be and what the expected result from the system should be. If the expected results did not occur, then we knew the feature was not ready and needed to be fixed. The developers on our team were the ones that would use these user stories and test cases to develop the features through coding. They were the builders of the actual system with help from the testers and support from their product owner. With all these team members working together, we were able to create a working system that fit what our client SNHU Travel needed.

The Scrum-agile approach that our team tested was a big help with the user stories associated with the project. For example, with the user story regarding the top destinations list, the client changed their vision for it mid-project. Because Scrum uses real-time decisions and processes, this was a minor setback instead of a major project restart. The user story went through the software development lifecycle process again by getting the new requirements from the client, analysis from the team, and then it was back in the testing phase along with the rest of the project. Scrum also allows a back-and-forth relationship to be established between the development and testing phases. In a waterfall model, these would be two separate phases where testing happened after everything is developed. This can create large problems that did not get resolved in their infancy and grew more urgent. But, in a Scrum-agile approach, development and testing communicate back and forth and real-time improvement and fixes can be implemented as the project is progressing. This communication can be made clear in the daily Scrum meetings so that the team is aware of the progress of the user stories.

Communication is key amongst the members of the agile team. As the Scrum Master of a team that was new to agile, I helped them understand how Scrum was implemented and how it could benefit the way we approached this project. I helped the team understand their independent roles, how sprints worked, and how to properly create and use user stories to keep track of the project’s progress. I was also the person responsible for facilitating the daily Scrum meeting where a lot of key communication between the team occurred. I made sure that everyone stayed on task and answered the questions required of the meeting. I also took note of any problems, questions, or topic of interest so that they could be discussed and resolved later. Because of this, the team was able to communicate and carry on with their tasks undeterred.

There were a few organizational and productivity tools that helped the team keep track of user stories and assisted them with communication. One of these tools was the software Jira. Jira was essential in merging our digital world with the principles or Scrum. We could use the Scrum board provided in the software to show the team the status of each user story and who was responsible for what task. It also allowed open communication to take place on a forum that was open to the team and allowed key information regarding user stories be shared public and in a way that the team could easily review. It also allowed all the adaption and personalization that we wanted as a new team who were still transitioning to an agile mindset. We could name the processes and status to more familiar terms without impacting the Scrum principles. Another cool feature was the agile reports. We could track our progress and see how each team member was contributing to the project. This allowed us to monitor our velocity and see if more training and help needed to be provided to team members to help them with either Scrum or a problem with a feature of the project.

In conclusion of this test run with a Scrum-agile approach to development, I give a full recommendation for these principles to be implemented in our future projects. In this SNHU Travel project, agile allowed us to give our client a finished product that they were happy with and acted how they wanted it. It allowed us to pivot when the client changed their mind on how they wanted one of their features to look. Scrum helped the team feel connected to each other and created a collaborative, communicative, and productive environment. Without the Scrum-agile approach we took, we would have been set back possibly weeks when the client communicated their different needs at the end of the project. A more traditional approach would have involved more intense planning that would have gotten wasted or was unnecessary to begin with. Agile saved us time, resources, and made the client more comfortable about the product they would receive at the end.