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7-1: Final Project

Sprint Review and Retrospective

During the development of SNHU Travel project, each team member made contributions to the success of the finished product. The first to contribute would be the Product Owner and myself, the Scrum Master. The Product Owner, Christy, and I, Ron, the Scrum Master had a meeting with the client Amanda about what she wanted from the SNHU Travel product that we would develop. Christy (Product Owner) created and prioritized the product backlog, she also met with SNHU Travel customers to ask them for input about the new product our team was creating. She was also the point person that met with the client and got input during the products development. I, as the Scrum Master, created the agile team charter and scheduled the Scrum Events. Also, I was responsible for running each meeting of the Scrum Team. The developer's contribution came in the form of the code for the finished SNHU Travel project. They created a program that accomplished each of the User Stories that were given to them by Christy (Product Owner). The testers contributed by creating acceptance criteria for the User Stories while working with the Product Owner. They also obtained further details from the Product Owner so that when they had determined each User Story as Done the Scrum Team would be delivering the best final product to the client.

During the production of the SNHU Travel project, our Scrum Team used Software Development Life Cycle Phases of an agile model. These phases were Planning, Requirements Analysis, Design, Coding, and Testing (*SDLC - Agile Model - Tutorialspoint*, n.d.). The Planning phase was able to be smoothly completed by talking with the client and creating a Team Charter for this product. The Requirements Analysis phase showed the benefits of using an agile approach because this phase was revisited farther into the development when the client wanted to change parts of their requirements for the final product. The team was able to go back into the Product Backlog and modify User Stories that had already been created during the first Requirements Analysis phase and change them to meet the new requirements. The Design phase also was visited more than once when the User Story for how the destinations that ware shown to the customer was changed from a list style to a slide show. The Coding phase was helped by the Scrum-agile approach because when new requirements came from the customer late in production. The team members were able to meet during a Scrum Event and determine that existing code could be used to shorten the work needed for the new requirements. The Testing phase was benefited by the testers being able to work with the Product Owner to lay out complete Acceptance Criteria for User Stories and test cases.

The Scrum-agile approach helped with the completion of this SNHU Travel project especially towards the end when Christy (Product Owner) changed what type of destinations will be shown on the list that the program creates. By holding Scrum Events like the one mentioned, where the Product Owner can speak to the Scrum Team, the delivered product will meet the needs of the client better than if there was less communication.

The previous meeting is a good example of proper team communication that allowed our Scrum Team to deliver a better product for the client. The team was able to effectively understand that the changes would take priority and that existing work could be used to reduce the time needed to make changes. They were also able to understand that the delivery date of the product was unchanged.

During this project no specialized external scrum organizational tools were used. Microsoft Excel was used to organize the User Stories when they were created and the Acceptance Criteria was also done using Microsoft Excel. In my personal opinion, this was fine for this smaller project since there were limited user stories, but if the project had been more complex I would have been a good idea to look into a specialized tool for scrum teams. Jira is a good simple organization tool that I have used in the past and would be the first I would recommend if I thought it would help the rest of the Scrum Team. The only problem with using a tool like Jira is that the good ones are generally pay-to-use, this is not ideal when trying to save money during production.

The choice to use a Scrum-agile approach for the SNHU Travel Project was and effective decision that befitted the final product. The daily scrum meetings were productive because when the Product Owner came back from the client with changes to the project’s requirements, the team was able to quickly and effectively communicate the changes that needed to be made. Without Scrum Events like that there would be less communication between team members and problems that did not occur this time, may have caused our team to deliver a lesser product to our clients. For a simple product the SNHU Travel project, there were few disadvantages to using a Scrum-agile approach which can suffer from lack of documentation in some cases. With the final product having been finished, it seems that the Scrum-agile approach was the best choice for giving the client the best finished product.

References

*SDLC - Agile Model - Tutorialspoint*. (n.d.). <Https://Www.Tutorialspoint.Com>. Retrieved December 18, 2020, from <https://www.tutorialspoint.com/sdlc/sdlc_agile_model.htm>