Karina Jacuinde

Instructor Haruka Konishi

CS 250: Software Development Lifecycle

October 20th, 2024

SNHU Travel Project: Sprint Review and Retrospective

The SNHU Travel project development process was done using the Scrum-Agile methodology. This ensured that the focus was on working in sprints. In this paper, I will look back on the key elements of the SNHU Travel project. I will explain how playing the role of each team member contributed to this project, what the user stories development process was like, and finally, I will explain how using the Agile approach played a crucial role in helping overcome challenges. I will also talk about some of the tools used to support our work.

In playing each team members role each week, I got to get a first glimpse on how vital each role is. The Product Owner role was essential in keeping the rest of the team focused on the most fundamental features first, and in focusing on user stores. Here is an example, the first user story regarding setting price limit ranges, was rather vague, and so this is where the Product Owner then reaches out to stakeholders to get some feedback. This sets the development of that user story back on track.

The Scrum Master ensures smooth and effective communication and plays an important role in guiding the team in overcoming obstacles. For example, if a technical problem were to arise, the Scrum Master can guide the team to a solution. One way to do this may be by holding a meeting with the project developers to come up with possible solutions which will allow the project to stay on track without compromising deadlines. This method allows the project to move forward by ensuring prompt conflict resolution.

The Developer roles contribution is essential as they need to closely collaborate as the team sprint plans and holds its daily stand-ups. For example, when working on user stories, it is important that developers utilize this opportunity to share their expertise on the possibility of technical features. This close collaboration ensures that informed and realistic decisions are made, and adjustments are made if needed.

Finally, the tester role is crucial in ensuring quality deliverables. For example, testers oversee that features are functioning properly and as intended. Tester feedback is vital, as testers detect bugs before a product is delivered, ensuring a quality final product.

The Agile-Scrum approach was essential in guaranteeing effective user stories for the SNHU Travel Project. Since Agile is iteration based, this made it so that continuous progress was made, as each user story is broken down into more manageable tasks. To explain further, we were able to take each user story and divide it to specific elements, such as user interface, back-end programming, and testing. Each sprint was focused on developing these features, getting feedback early on and continuously throughout the duration of the project. This iteration-based approach also allows us to continuously develop and improve each feature and to seamlessly adapt to any needed changes that may arise. For example, for our first user story assignment, I got very helpful and informative feedback on avoiding vague user stories, as I previously mentioned. One of my first user stories regarding filtering vacations, stated something like, "Allow clients to filter vacations so they can select affordable choices.” I then learned that giving specific details would ensure more clarity. I was later able to modify that user story to state something along the lines of, “Allow users to pick from a drop-box of different price ranges, so that they may match desired user budgets.” Being more specific allows the development team to break this specific story into different, smaller tasks. Overall, each sprint facilitated the modification of user stories as needed which resulted in real progress. Another point worth mentioning, is that receiving continuous feedback from stakeholders also gave clear indication as to whether our project was continuously moving in the intended direction, and allowed us to adapt to user needs, ensuring a user-friendly travel website.

Using Agile methodology was essential in effectively navigating interruptions and changes during the SNHU Travel project. For example, when a stakeholder asks for another feature to be incorporated, instead of allowing the sudden change to disrupt progress, Agile adaptability allows the team to promptly implement said changes. Sprint Reviews played a key role in making sure the team received feedback throughout, and that the backlog was adjusted accordingly. The flexibility of Agile allowed the team to swiftly make changes, without compromising our timeliness.

Effective communication was necessary for our team to successfully complete the project. Many communication methods were used, which facilitated collaboration. Holding daily Stand-Ups was indispensable in making sure that every member of the team was kept up to date and on the same page. In each meeting, every member got the opportunity to share what their progress was, along with their current challenges and what their next task was. These daily interactions helped in detection of challenges as soon as they were encountered and allowed the team to resolve them in a timely manner. Sprint planning and the communication that comes with it also allowed team members to exchange ideas and knowledge, resulting in effective backlog updates, which then resulted in collaborative task prioritization. Additionally, sprint reviews and retrospectives such as this one, encourage open communication. Clear communication enhances harmonious collaboration and accountability.

To ensure strong workflow organization, focusing on the use of Azure Boards and physical Scrum boards was very helpful in task delegations, assigning of user stories, and keeping track of overall team progress. For example, having a visual backlog present during daily Stand-ups can be very helpful as this makes it easier for the team to refer to each task, which makes for a more interactive meeting. The use of both boards for a small team, is a great way to complement collaboration and again, ensure that the team is working towards a common goal.

Using the Scum-Agile approach for the SNHU Travel project offered great flexibility and facilitated collaboration. It allowed for seamless adaptation and the delivery of a user-friendly final product. Some of the challenges with Agile, were ensuring clear and consistent communication and navigating priority changes without compromising timeliness. For this particular project, I feel like Agile was the best fit, as it ensured that every team role contributed to the project staying on task, guaranteeing a successful final deliverable.