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Sprint Retrospective

Over the course of this project, our team members all worked together to meet the client’s desired features on time. Despite the challenges we faced, we were able to work together as a team to adapt and deliver a high-quality product within the desired time allowed. Each member of our team played an important role in the project completion:

**Scrum Master-**

Our Scrum Master helped by holding the daily stand-ups and keeping all the teammates focused and honest about progress. They also understood the timeline, asking the Product Owner if adjustments needed to be made to the timeline when the project shifted

**Product Owner –**

They did market research by talking to users and asking about what demands and desires they had for our future product. They also met with the clients for the initial meeting and discussed desired functions and designs for the new product. They discussed re-prioritizing the backlog, when necessary, especially when changes were made. They also met with clients during the project to understand changes mid-work and relay that information to the testers and developers.

**Tester-**

Our Tester asked the Product Owner for more detailed information about the user stories to be able to design pass/fail tests for each story for Test Driven Development. They then created a test case for each user story to ensure the code would be functional and bug-free

Modified tests as needed when the project had to pivot

**Developer-**

The developers broke work down into user stories to be done in each sprint. They then worked closely with the Product Owner and the Tester to understand each user story and write code to complete each one. When the client decided to make a few changes, the developers worked with the tester to pivot without disrupting the entire product.

For the SNHU Travel Website project, we began by breaking down the full body of work into individual user stories that could be completed within our decided sprint times.

Planning out the needed features, breaking them into user stories, and then designing pass/fail tests for each of the user stories, makes it very easy to see where you need to start when writing code. Checking in with the team during stand-ups can bring any issues to the group if you need help. Having a designated person to ask questions to, i.e., the Product Owner, rather than chasing down answers or annoying the client, increases efficiency.

Since the user stories are modular, change one or even abandon it without changing the entire build. Mid project the client desired to change the theme of the vacations offered.

The team was able to make changes to just a single user story and modify the pop-up without having to rewrite the entire project. In a different workflow, a pivot like this mid-project may have required additional backtracking and could have potentially increased the timeline. With agile, we were able to keep our original go-live date by modifying the priority of the work in the backlog, so we could still deliver to the client in the projected timeframe.

We used emails to communicate with the product owner specifically to get additional information for each step in the build.

We use email often in my current job since it provides a savable and referenceable trail of information. It’s a good form of communication to reference what questers were asked when, and a way to look back and confirm the answers. In my questions to the Product Owner, I asked for specific, clarifying details as to how the client desired the work to appear.

Daily stand-ups are truly essential, I believe, and a wonderful tool to keep the team on the same page during the entire build. Not a long, drawn-out status update, but a condensed, to-the-point get-together each morning.

We have status meetings weekly at work, and they can take forever. It is, honestly, my least favorite thing. While some team members are quick and to the point, there are times when the status update devolves into a completely off-topic discussion that will consume so much time.

At the end of each sprint, having the retrospective to go over what was successful during the sprint, what wasn’t, and what can be improved is another extremely helpful tool. Reflection after the fact is an excellent tool to refine the systems in place to be more efficient and productive. On a personal level, being able to discuss what did and didn’t work for the individual is equally important as well.

With any major project, having a complete vision to work towards creates a finish line for the team and gives everyone a sense of what the end goal will be. With a waterfall-based methodology and project flow, the product vision is determined early and set in stone. Although this creates issues if there are problems during production, it maintains a direction and finality throughout the project. With Agile, the product has the flexibility to change drastically during the build.

I believe the Scrum-Agile approach was the best way overall to approach the SNHU Travel Website. The client had certain features in mind, along with a rough concept of functionality. Because of the flexibility that the agile scrum methodology allows, the project can evolve along with the vision. I also believe the way the team and individual members work together leads to a far better work environment as well. The communication between everyone on the team promotes complete transparency and camaraderie.