

SNHU Travel Project: sprint review and retrospective

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CS 250 – Software Development Lifecycle

**Scrum Team Roles**

Throughout this Software Development Lifecycle class, this has given the opportunity to learn about and act in different roles of the scrum team. Within this project taking on the role as scrum master, product owner, tester, and developer, this gave the chance to experience how a scrum team works from different perspectives which gave the chance to learn and grow as a team member. Although having no previous experience this was a great learning opportunity on each specific role and the responsibility they play.

**Scrum Master**

A Scrum Master is an important role that needs to be organized and punctual, they are also people that help keep the team on track by overseeing scheduling and participating in multiple tasks. Such tasks contain sprint planning, daily scrums, backlog, refinement, sprint reviews, and sprint retrospectives. These tasks are all essential in sprint events that are needed to take place to have a successful project.

Before every sprint the team will have to consist of a product owner, testers, developers, and the scrum master will meet to plan the upcoming sprints in sprint planning. This is necessary to ensure each sprint is completed efficiently and in a timely manner. During this meeting the team will review the potential stories that will be part of each sprint. Any change in priorities or revisions will be looked at during this time. Having daily scrum meetings will be able to gather insight into the progress of the project, what is the next milestone in the project, as well as covering any obstacles that might hinder the teams’ efforts. These three important questions are a requirement in each meeting to gather the necessary insight. The first question is “What was accomplished yesterday?”, the second question is “What is the goal for the day and what is expected to be completed?”, and lastly “Are there any obstacles that might prove difficulty and how will they be overcome?”. Through this project there is a mock plan in sprint planning and daily scrums, during this time will be discussed for any changes the user would like to see in the final project.

Doing so the backlog will be refined acting as a history log for the entire project, having the sprint review lead by the product owner will be responsible for defining and managing the product backlog with the help from the scrum master. As the milestones of the project are completed, they will be removed from the queue and as issues or new items present themselves, they will be added to the queue. There will also reassess the priority of the stories and reassign them if necessary.

The sprint review helps put the retrospective in order and will be completed by the team and presented to the product owner. The retrospective doubles a team event that will take place after each sprint to go over the goals from the previous sprint, by going into detail of what went well, what was difficult and could be improved, what was done incorrectly. Reviewing is crucial to have continuous improvement and help ensure that if there are any issues it does not repeat themselves causing delays.

**Product Owner**

The product owner is the jack of all trades, they are responsible to the customer, the business, and the team. They are the main decision makers when it comes to the project because they are also the end user and business advocates. They understand the needs and wants of both parties and is the main person responsible for making the best decision possibly for the best interest. The product owner is also the expert in the subject matter as well as the main communicator when it comes to the product. They are the main voice of the clients/ users and will be able to relay the vision of the product while also being able to take a step back and listen to the team for any suggestions, needs for both the team and client as well as providing directions for the project. If this approach is taken any further, then it would be considered as micromanaging which can be seen as a negative impact toward the agile team. The product owner expresses the product backlog items as well as providing a list of priority orders for the team. Even though the product owner is providing a priority order there is ultimately the team’s decision to decide on what is priority and what to execute first. Part of coming up with a priority order and delegating tasks will help the team utilize their stories, which are created to from the interviews with potential users to gain feedback on what is liked and disliked about similar applications and determining the wants and needs. If there are many users with the same want in mind, then those items have a higher in the priority order. When it comes to the end of the sprint, the team will provide a sprint review for the product owner who will then review what has been completed and confirm that each item on the sprint is completed and meets the clients’ standards. At this point all defects that were discovered during the sprint need to be resolved unless the product owner approves a deferment of the solution to a later sprint.

A screenshot of a computer program

Description automatically generated

**Tester**

The testers are essential to ensure that the product is completed by meeting the criteria that were set forth by the product owner, client, and users. The tester usually utilizes the stories to create test cases which will determine if there are any item passes or fails in tests. The test cases would contain all the pass criteria and criteria that would dictate a failure on that test case.

A screenshot of a computer

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The testers will reach out to the product owner if there is any clarification needed on any given user story. The test cases are designed and used for most if not all aspects of the product to ensure a quality product that is provided to the client / user. Communication is key when it comes to a successful project, below is an example of an email conversation between the product owner and tester asking for clarification as well as a potential meeting to be able to have a conversation on the matters at hand.

To: Product Owner

Subject: User Story Clarifications

Dear Product Owner,

The content of this email is for clarifications on the user stories that were provided to SNHU Travel. Currently working on creating the test cases for this project and would like to see if gathering more details as to what the users are expecting? If there are more details of what the users would like, please send updates over to the rest of the team at the earliest convenience. Already had all the details provided, would it be possible to arrange a meeting with the team and users to get more clarifications to what they would like to see implemented to ensure the finished product is as expected?

Thank you for your time

Look forward to hearing from you soon.

Thanks,

Kem Chan

**Developer**

Within the agile team the developer or development team is expected to be cross-functional and self-organized. On the agile team, the developers would be working on any aspect of the development, they need to be able to work through the backlog and create releasable items. This is different from the waterfall model where developers would be working on specific items to achieve a finalized product. Thie team is provided with a list of items that need to be completed and have the priority of each item on the list, but it is ultimately the team that decides what is getting worked on and when certain milestones are due. The development team for an agile project shouldn’t be to large, normally between three to nine members following the two pizza idea. As developers on the SNHU Travel agile team having communication is key to success, when changes are made to the project it is imperative that all members of the team are updated in a time manner to ensure that there is no unnecessary rework. Also, if there is any aspects to the project that are unclear, some questions should be raised to ensure everyone is on the page to ensure everything goes smoothly. When changes came up during the SNHU Travel project, there were a few questions that needed to be asked to have a compete understanding of the client/users’ need. Some of the questions that would arise were: First, can the product owner clarify any additional need/ wants that the customer would like to apply while the update is underway. Another question would be if there are any specific detox or wellness specifications that would need to be taken into consideration. Another thing to ask about is the layout and the design of the product, since it would now be focused on detoxes or wellness, the customer may want a more relaxed look.

**Effectiveness of Scrum-Agile Approach for the SNHU Travel Project**

For the SNHU Travel Project, having the scrum-agile approach would be the best choice, naturally comes with the pros and cons. Some of the pros would have quick delivery of a product, adaptability to a project, ease of collaboration, transparency, continuous improvement and less preparation prior to the project. Sinc ethe project is broken down into the sprints, allows the team to complete the sprints with a goal in mind and knowledge that the sprint will quick and beneficial. Since there will be multiple sprints within the project, this will allow follow up from each sprint to help set up for the next one. This would mean that if there were any problems within an individual sprint, the team can adapt to ensure that issue does not come up in the next sprint. After the project is broken up into milestones helps with less planning needed at the beginning of the project allows the team to get to work quicker. However, on the other hand it naturally comes with its own cons to the scrum-agile approach. This approach is more useful for projects that have a defined goal whereas other projects with a vague goal could result in project creep. However, if the team is not good at keeping their project boards up to date, items could get lost in the shuffle and sprints could fall behind. This would make it hard to predict a defined deadline due to the use of multiple sprints. Since these are completed in sprints, documentation is not always at the fore front that would help get what is left behind at the end.