SNHU TRAVEL PROJECT: SPRINT REVIEW AND RETROSPECTIVE

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Throughout this course, I played the various roles of a Scrum Team and learned how each member plays a vital part in the team. The Scrum team consists of a Product Owner, Scrum Master, Developers, and Testers. In this course, we focused on the transition from the waterfall method to the agile method in order to develop a product for the SNHU Travel client. In this Sprint Review and Retrospective, I will provide an analysis of the Scrum agile method applied to this project and how these methods contributed to the final deliverable.

The main role of the Product Owner of a project includes, but not limited to, defining the vision, maintaining the product backlog, establishing user stories and goals, monitoring progress, attending scrum events, keeping track of client needs, and keeping the communication flowing. In a Scrum team, the Product Owner represents the stakeholders and passes on information provided by the stakeholders to the development team. As the Product Owner, it is their role to take the requirements provided by the client and transfer them into User Stories. These user stories were then presented to the development team in Scrum events, giving the development team a guide on how to approach and complete the project.

The Scrum Master not only leads the development team in the project but is also a support system for the Product Owner and developers. It is my responsibility to help the Product Owner with the backlog creation and maintenance, as well as guiding the development team and helping them with any roadblocks that may appear. Once the Product Owner has provided the user stories of the project, I would hold a Sprint Planning meeting to review the user stories and define the backlog items with the team for the project to begin. Each day a Daily Scrum meeting is held for fifteen minutes with the Scrum team to review expectations, discuss any roadblocks and how to overcome them, and to address any necessary changes needed to be made. As the Scrum Master, it is my goal and duty to be a resource for the team and help guide them through the agile methodology.

The Development Team consists of developers and testers. In agile methodology, developers have more flexibility when coding in the project. As the tester tests the developers code for the product, bugs or other issues can always surface. If the tester feels that a change needs to be made, then the developer has the flexibility to make those necessary changes. Both roles pay a vital part in the Scrum team. Without developers and testers, the product cannot be developed for the client.

The Scrum-agile approach to the SDLC helped each user stories come to a completion by improving the pace of the team. We were able to break down all complex tasks into smaller tasks which helped the team successfully complete each task with less roadblocks and allow them to make any changes necessary. For the SNHU Travel Project, the Product Owner collected all requirements from the client which were created into user stories. User stories consists of who, what, and why, allowing each requirement to be properly addressed. Each user story is short but is detailed enough for the user and developers to understand.

The agile methodology is flexible and gives the development team wiggle room to make changes along the way. Projects can have uncertainties surface such as changed requirements by the client or issues defined by the tester. With the agile method, the developer can make those changes necessary throughout the project whereas the waterfall method, you can but it is extremely difficult. For example, when the tester was creating the test cases, the client requested for mobile app access for users. A revised test case was created in which the developer needed to make certain changes or adjustments to adhere to these requirements.

Communication is vital in our Scrum team and as the Scrum Master, I made sure that every team member communicated efficiently with the entire team. When team member needs feedback immediately, I advise them to send an email to the team member they wish to consult. The tester raised a concern when reviewing the user stories for the project and reached out the Product Owner directly as it pertained to them specifically. Below was the email sent by the tester to the Product Owner and I:

*Good afternoon Scrum Master and Product Owner,*

*I have reviewed the user stories provided and am currently working on developing the test cases to begin testing. I noticed that an estimated time was not provided in each user story. In order to properly execute these test cases, I will need this information to ensure that each test case and testing of the product is done in accordance to when it is due. For each user story according to user story size, I will need to know the estimated time needed to spend on each story and the due date of each story so I can incorporate that in my test case. This will allow a smoother process in the project, give me a timeline as to when each test case needs to be tested, and it will give the rest of our team a timeline each week to ensure that the project is submitted on or before the due date. I will need this information by tomorrow morning before our Daily Scrum meeting If you have any questions or concerns, please let me know.*

*Sincerely,*

*Tester*

This email was effective, and the tester stated the pending issue as well as what the tester needed the Product Owner to clarify. It is important for the sender to provide a brief but detailed explanation of the issue and what is expected in return. It is also important to make sure that the tone of the writing is calm because you do not want it to be viewed as aggressive, leading to misunderstanding. This enhances collaboration between team members and a positive/safe work environment.

There are many tools that can assist a Scrum team transition to agile. For the SNHU Travel project, the tools that were utilized include Azure Boards and JIRA. Azure boards allowed the team to create a product backlog, user stories, and sprints to help develop the project. The JIRA tool helped the team to manage bugs and individual tasks. Both tools are a great way to communicate efficiently and maintain openness and transparency within the team. Daily Scrum meetings were taken place remotely via Microsoft Teams to ensure attendance by all team members. These tools that were utilized in our Scrum is an alternative to the traditional information radiators and provided a visual representation of the project in an effective way.

The Scrum-agile approach in this project had its pros and cons, just like any other method. The SNHU Travel project was difficult to predict and without a way to control the scope of the project, the project can go over the budget or get sidetracked. However, the agile method provides flexibility which gives the development team leeway in the project to make any changes to issues that surfaced or requirement changes by the client. I think the Scrum-agile method was best for this project because it gave the team more flexibility, transparency, and openness throughout the completion of this project. This also allowed the team to decrease the risk of missing any requirements from the client and deliver a high quality product.