7-1 Final Project

Lauren-Ann Javier

CS 250

Professor Konishi

16 April 2024

This serves as a comprehensive overview of the Sprint Review and Retrospective for the SNHU Travel project. It searches into the diverse roles within the team, analyzes the effectiveness of the Scrum-agile approach across the software development life cycle, and evaluates the tools and principles pivotal to the project’s success.

The Product Owner was fundamental in defining the vision of the SNHU Travel project. By actively engaging with stakeholders to gather specific requirements, they ensured that the development team was prepared with clear user stories. Looking back to the 3-4 Journal, a specific example of how important the product owner listened carefully to the concerns about ease of use and accessibility, directly influencing the prioritization of a simplified user line in the development sprints (3-4 journal).

As the Scrum Master, the role involved ensuring that Scrum practices were followed, assisting all Scrum events, and supporting the team in fixing obstacles. An example from the 2-3 Assignment helps explain the Scrum Master’s role a little better. A network issue was disturbing the team's ability to work remotely. This is when the Scrum Master took swift action by coordinating with the IT department to rush the resolution of the issue. This minimized downtime and ensured that the project remained on track, showing the Scrum Master acting as a problem solver and representing the worker-leader role of maintaining project momentum (2-3 assignments).

The Development Team's collaborative effort in fulfilling user stories was essential. They not only followed coding standards and practices but also accepted pair programming to improve code quality. 3-4 Journal has a good example of the development team, after receiving feedback that elderly users found the booking process confusing, conducted a special session to walk through the process from their perspective (3-4 Journal).

Stakeholders provided continuous feedback that was crucial for iterative improvement. From the 2-3 assignments, during sprint reviews, stakeholders contributed valuable insights into the user interface design, which significantly influenced the project’s direction. Their feedback ensured that the end product was not only functional but also user-friendly, illustrating the critical role that stakeholders play in the Scrum process to guide and refine project outcomes (2-3 assignments).

The agile methodology facilitated a flexible and responsive development environment. By breaking down the project into manageable sprints, the team could focus on high-priority tasks and adapt to changes swiftly. At the start of each sprint, the team convened for a planning meeting, during which they agreed upon deliverables based on the product backlog prioritized by the Product Owner. This practice was crucial when unexpected changes in market trends required a shift in project roles. For example, in a project aimed at developing a mobile application, the market suddenly shifted towards a higher emphasis on security features due to emerging data privacy laws. During a sprint planning session, the Product Owner adjusted the backlog to prioritize new security features, which required clear communication among all team members. This would lead to the team's ability to realign priorities based on clear communication during sprint planning allowing the project to seamlessly adapt to the requirements, ensuring the product's importance. This proactive communication ensured that everyone understood the reasons behind the shift and the importance of the new priorities (6-2 Journal).

Daily stand-ups provided a platform for each team member to report on their progress, discuss any obstacles, and plan their activities for the day. In a software development project, one team member reported during a daily stand-up that they were blocked by a need for another team's output. Thus, quick reporting and open communication during the stand-up immediately notified the Scrum Master and the rest of the team of the blocker. A plan was created on the spot to increase the issue and increase collaboration with the other team. As a result, the blocker was resolved quickly, preventing a delay in the project timeline and maintaining workflow links (6-2 journals).

At the end of each sprint, these meetings were essential for reflecting on achievements and areas for improvement. For instance, one time after consistently missing sprint goals due to prolonged organization times, the team used a sprint retrospective to openly discuss the challenges faced. This led to the decision to invest in and approve programmed deployment tools. The team's open discussion about their struggles and collective brainstorming on possible solutions led to a significant process improvement. By fulfilling automated deployment tools, the team was able to reduce deployment times from several hours to just minutes, thus lessening risks associated with manual deployment errors and enhancing overall productivity.

The Scrum-agile approach's adaptability was tested when the project had to pivot due to a significant shift in compliance regulations. In the 6-1 discussion, we were put in groups where you were to choose a selected role and imagine you are transitioning from waterfall to agile. In transitioning from waterfall to agile at Vision Quest Software, incorporating key agile practices within our testing process presents an opportunity to enhance efficiency, collaboration, and product quality. The team’s practice of hearing each other out during discussions and valuing diverse viewpoints was essential. This allowed for a deeper understanding of the implications of compliance changes on testing strategies, contributing to more informed decisions and effective problem-solving. Furthermore, the development of cross-functional collaboration through regular sync-ups would have ensured a shared understanding of compliance goals and priorities among testers, developers, and stakeholders, facilitating smoother transitions and delivering superior outcomes for our customers (6-1 discussion).

Effective communication could be maintained within the team through the utilization of Meetings for documentation and Instant Messaging/Video Calls for real-time interactions. Meetings served as a central source for documenting decisions and meeting notes, ensuring that all team members had access to current project information. This not only promoted transparency but also encouraged collaboration by providing a platform for sharing ideas, updates, and feedback. The collaborative editing features of meetings enabled immediate work on documents, encouraging teamwork and collective problem-solving. These tools would allow team members to communicate in real-time, and accept a sense of connection. Overall, Meetings and Instant Messaging/Video Calls would effectively support collaboration by providing opportunities for sharing information, allowing discussions, and building relationships, ultimately contributing to the project's success.

In the agile realm, effective communication stands as the requirement for promoting collaboration and achieving project goals. Within the Scrum framework, practices like information radiators, such as task boards, promote transparency by visually representing progress and facilitating proactive problem-solving. Embracing diverse viewpoints encourages advanced conflict resolution, while tools like JIRA streamline project management, enabling efficient tracking of progress. Guided by Scrum principles of self-organization and collaboration, teams create an environment where every member contributes to their fullest potential, driving continuous improvement and successful outcomes.

Evaluation of the Scrum-Agile approach for the SNHU Travel project reveals several pros and cons. One significant advantage is its flexibility, allowing for rapid changes and feedback throughout the development process. Continuous stakeholder engagement ensured that the product aligned closely with actual user needs, enhancing its relevance. However, a drawback was the dependency on stakeholder involvement, which occasionally led to delayed decisions when stakeholders were not easily available. Despite this limitation, the Scrum-agile approach proved to be highly suitable for the SNHU Travel project, given its need for flexibility and frequent updates based on user feedback and evolving market conditions.

In conclusion, the Scrum-agile methodology proved to be an effective approach for managing the SNHU Travel project, aligning development activities with business needs, and adjusting swiftly. The roles within the Scrum team were crucial in navigating challenges and driving the project toward success. The flexibility of Scrum made it a suitable choice, facilitating a collaborative and responsive development environment.

Work Cited

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