Linda Nguyen

CS 250

Eugenio Rodriguez

December 10, 2022

Sprint Review and Sprint Retrospective

The role of the Scrum Master, Product Owner, Developers, and Testers were important to the success of the SNHU Travel Project. The Scrum Master was the most important role to implement the agile process to the project especially one with high uncertainty. The Scrum Master acts as a coach, facilitator, and team member when needed. The Scrum Master help the Scrum Team and the organization understand the Scrum theory and practice and coaches them in self-management and cross-functionality, which is important for the SNHU since it only had a timeline of five weeks. It was important for the team and customer to build trust with one another quickly to gain a rhythm where they can complete user stories and get to the testing phase as soon as possible.

The Product Owner contributed to the success of the SNHU Travel project by working closely with the customer to understand their needs and deliver a product. The Product Owner orders the Backlog items and ensures that it is understood which is important to quality work from the team. The Product Owner met with a focus group of travel customers that currently purchase packages through SNHU Travel’s competitors and listened to their needs where they listed things such as a need for a top five destination link, a way filter by vacation type, and to be shown suggestions based on their history. The Product Owner then maximizes the value of the product through the work of their teams through Product Backlog Management.

The developers and testers contributed to the success of the SNHU by understanding the product goal and creating a plan for the Sprint and Sprint Backlog. An import point of success for the team during the SNHU Travel project was being able to adapt the project to a change from a listed view to a slideshow view. The team completed work in small increments and tested each increment before moving on, so adapting the list view controls was a smooth transition since most of the core work was laid out. The team once again showed the ability to adapt when new information was given that wellness vacations were the bestsellers. As the developers and testers worked, they asked clarifying questions of the Product Owner to ensure that they are on the right path.

A Scrum-agile approach to the SDLC helped each of the user stories come to completion by starting with the Product Owner working with the customer and their needs. The Product Owner then communicates to their team through a series of Scrum events a well as the managing the Product Backlog. The Product Owner them creates user stories based off the interacting they had. For example, a user wanted to be shown the top five travel destinations so they could further their research for the most popular destination. Based off this user story, the team would then create a plan for the Sprint and the Sprint Backlog.

A Scrum-agile approach supported project completion when the project was interrupted and changed direction when new information was introduced. When the Product Owner returned from her meeting with SNHU Travel Management, she announced that detox and wellness travel package were going to be the next big travel sector. The Product Owner communicated that the team should stick to the same deadlines and focus on this goal, and she would deprioritize the other backlog items. The team had already implemented the slide view controls changes as requested previously, so the focus was to replace the placeholder images with photos that best showcased the wellness and detox vacation packages. Some clarifying questions were sent to the Product Owner about changing the font and color to match the relaxation theme.

During the team collaboration for the Vision Quest project, each team member took initiative and accepted their roles. I took the role of Scrum Master.