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08/10/2022

CS 250

7-1 Sprint Review and Retrospective

Different jobs make up the Scrum Team. Examples of these roles include Product Owner, Scrum Master, Testers, and Developers. Each of these responsibilities significantly contributes to the project and is essential to the team's success. The Product Owner met with them to discuss the project and what the SNHU Travel stakeholders wanted to see implemented. The Product Owner must involve stakeholders and fully comprehend the requirements and goals put forth by SNHU Travel. SNHU Travel and the Product Owner must remain in frequent contact and exchange comments. The Scrum Master manages the team's training, coaching, and mentoring activities. Assuring that the developed product meets SNHU Travel requirements. The Tester ensures that the developed product and the delivery process are of high quality. The Tester takes the user stories, puts together the necessary test steps, and generates pass/fail conditions for each test case. An acceptance criterion helps to determine which items are needed to bring the user story to life. The Tester interacts with the Product Owner and Scrum Master by asking questions about the user stories to understand better what SNHU Travel hopes to accomplish with their website.

An example of this communication is sending an email to the Product Owner asking if the destinations should be displayed from highest to lowest pricing or vice versa. Developers are the Scrum Team members who create a product plan and adapt it daily to meet the Sprint Goal. The Developers are constantly in contact with the Product Owner and Tester to ensure that they provide everything required to complete the task. Following up will assist in obtaining the information required to continue the project and keep it on track. Because the stakeholders could alter the product as it is being developed, this is crucial. SNHU Travel decided that this initiative's primary goal should be highlighting health and detox travel locations. If the Developers had not followed up, this most recent modification would have taken the team a lot of time and effort.

Scrum's adoption encouraged completion by streamlining tasks and designating clear roles for them. We wrote about and carried out activities from each role's perspective throughout the course. They would be linked primarily by how well each role communicates with the others, further indicating the particular responsibilities given to each role. By implementing the Scrum framework, a team can avoid ambiguous work and become overburdened with too many duties that prevent them from producing quality outcomes. Early on, instances of how a daily stand-up was conducted demonstrated how the team assigned particular responsibilities and only doubled up on them when necessary.

Additionally, this ensured that what had already been done was evident and that just the necessary jobs were finished. Individuals could also express their skills and concerns through Scrum, enabling them to contribute as much as possible to the project. Our class's Tester section serves as an excellent illustration of this component. We were asked to supply the tests that would be carried out to make sure the code met the requirements of the client and the end user. The user stories make it much easier to create each story's description. It offers inputs for the test procedures as well as anticipated outcomes. The priority of the user stories is listed in descending order (level of importance). The user stories in this project describe a website's functionality from the end user's point of view. This is done to explain how a website component will provide value to the user. This would be very helpful as a tester in the field. Learning how to amass useful information regarding frequent and infrequent defects in code and novel approaches to exploit and discover these problems.

The Scrum methodology's sprint structure enables the team to pinpoint problems and incorporate potential direction adjustments based on client and end-user feedback. Module 5 serves as an example of this benefit. The team was able to adjust thanks to the Scrum-agile methodology after the project was delayed and took a different turn. The stakeholders informed the product owner that they intended to concentrate on vacation spots for wellness and detox. During their meeting, the Product Owner informed the Scrum Team of the most recent changes by SNHU Travel. The team was able to return to the Kanban board using the Scrum agile methodology, implement the suggested modifications, and test the website to ensure that it produced the outcomes that SNHU Travel was hoping for. At the same time, adhering closely to the original plan and finishing within the specified timeframe. Scrum tools, like the task board, assist with visualizing tasks that need to be done as well as modularizing tasks. This benefits in the case of changes or issues because tasks are in individual pieces and can be changed or moved from complete to 'todo' without unnecessarily affecting other tasks. Instilling the pattern of making a daily stand-up every day also assists with handling challenges and changes. The brief meeting format allows team members to bring up challenges and issues and gives the team a chance to offer solutions before it becomes more time-consuming. It also allows the Scrum Master or the Product Owner to communicate new or sudden changes to the Product Backlog that need to be accounted for in the current sprint or soon after. This gives the team the most time to manage the new challenges and incorporate them to avoid long-term issues.

One of the most vital aspects of the agile process is effective communication. Everyone in the Scrum Team must communicate well for the team to deliver a successful project. Here are a few examples of efficient email correspondence:

To: Christy

Subject: User Story Clarification

Good afternoon Christy, I am working on your user stories and would like some clarification on a few items, if possible.

User Story #1: • For the website to display the "Top 10" destinations based on price, would you like the destinations to be displayed from highest price to lowest price or from lowest price to highest price?

User Story #2: • When the user selects destinations by pricing, should the pricing be shown by vacation option, by vacation package, or both?

From,

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This email illustration shows communication between a tester and a product owner. To get clarification, the Tester asks questions. The Tester will better grasp what the ideal end-user experience looks like after receiving the answers to these queries. This will enable the Scrum Team to provide SNHU Travel with a high-quality product.

The use of information radiators is one of Scrum's most effective tactics. Participants can view the radiator, update their current actions, and track the progress of the other members and their duties on the project using either a digital tool or a localized whiteboard. This reduces the need for frequent update meetings or a lack of clarity on who is working on what tasks and their current status. This enables each team member to concentrate on their specific job while feeling confident that they are neither duplicating effort or getting ahead of other requirements. The Scrum-agile approach, in my opinion, was the most effective strategy for finishing this project. It is fantastic to divide the team's tasks according to each person's area of strength. The team members all understand their responsibilities and how to do them. The Agile Methodology's adaptability is the primary factor in its efficacy. When adjustments are made during the process, it helps the team swiftly adapt. The strategy helps team members accept uncertainty and enables them to provide fast feedback. The one disadvantage of the Agile Methodology, in my opinion—though it would depend on the project—is the lack of documentation. It makes sense to employ the waterfall technique when documentation is a major concern, but in all other situations, this method is the most efficient for managing and generating projects.