ChadaTech: Sprint Review and Retrospective

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The product owner ensures user stories are completed. This facilitates the project overall, as well as adding what the user is expecting out of the project deliverable. This step also gives pass and fail criterion for each step, which is vital to ensure testers and developers can give the features needed for each step of the software’s requirements. For instance, the user story section determined that there should be a top 5 destination list for SNHU travel that included a picture and a description of the top 5 destinations. The product owner also determines quality of life features, such as the format of the top 5 destinations list. In this scenario the product owner decided the best format for the SNHU travel project was a slideshow list style for the destinations. The tester developed test cases in order to make sure the project was working properly. The tester outlines the series of steps the user must take for each user story in order for the story to succeed. This then ensures the product is working properly as it is being developed for each individual story along the epic. The tester developed test cases for SNHU travel, one example of this was the developing of a test scenario to ensure the user could see the list of top destinations, when clicking on the top destinations link. The developer creates the code for the product. Their job is to make the user story into a product, to then pass the software on to the tester to go through the test cases for the product. The developer in this scenario created the top 5 list for the user to see, as well as the images, description, and title. This was then made into a slideshow view that the product owner provided. The scrum master facilitates meetings with clients, as well as the daily scrum and the sprint retrospective. In this scenario, the scrum master first learned about the SNHU travel project from the client directly, then determined the members of the team needed for the task. This was then communicated to the product owner to then create a focus group to lead into the user story portion of organization.

The scrum-agile approach assisted in bringing the user stories to completion by guiding the software through development. The user stories created the basic functionality in a pass or fail environment through the testing and development process. For instance, the user story describing the top five list made the criteria needed on the site easy to encode into the program. This then resulted in a list of destinations in a slideshow format being made to the client’s specifications.

At first the top destination list was a simple scrolling list that depicted the destination and a picture. After the product owner changed direction of the project to include the list as a slideshow with descriptions instead, the agile framework allowed the developers and testers to quickly adapt to the change in structure. This is unique to agile, since waterfall primarily stays rigid and does not account for any unexpected change without restarting the process. The adaptability that agile incorporates was crucial to making the slideshow change work properly.

A sample email is below:

To: Tester

Subject: ACTION REQUIRED: Information Needed to Move Forward

Tester,

The following items based on the submitted code for the user stories needs to be addressed:

1. Is the user account creation code functional? In addition is the account creation intuitive even for consumers that are not tech savvy?
2. Does the price sorting function work as intended based on the test case?
3. Could any of the product backlog items be improved in any way in terms of ease of use for the consumer?

Please send a response to each of the questions, even if the answer is simply that nothing needs to be changed. Confirmation ensures that I may move onto other items in the product backlog to complete.

Thank you,

Luisanyi Liranzo

This email showcases the amount of communication that takes place between the developer and the tester. My role as the developer demonstrated the level of customer involvement that developers have with the testers as well. The developer must work closely with the testers to ensure the product is working efficiently. In this scenario, I made sure the code was working as intended, as well as asking if any improvements could be made to the developed code. This also encouraged the tester to think outside of the test cases to see if any improvement could be made based on the functionality. Overall, this level of communication improved the entire process, rather than simply stamping the test case as complete.

The product backlog as well as the daily scrum ensured my team was successful. The user stories conducted in accordance to the product backlog, ensured each item was completed in a timely manner in the order of prioritization. By organizing systems by size as well as difficulty, time could be allocated efficiently to ensure the deadlines were met. Therefore, user stories that facilitated the scrum events were crucial to set deadlines and move effectively through a project.

The pros of the agile framework toward the SNHU Travel project were flexibility, increased communication, and adaptability. The flexibility allows for more or less time to be spent on items in the product backlog, which is crucial to meeting deadlines in a timely manner. The increased communication ensures that every member is engaged on the project, rather than no information on deadlines nor project progress being made. This communication is crucial to ensure the project is being worked on as well as allowing the flexibility in deadlines to be performed. The adaptability of agile allows for changes to previous points of the product to be made. This is unique to agile since waterfall and other methodologies typically do not allow for backtracking. This was present in the SNHU Travel project through the changing of the format of the top destination list. This would have been impossible on any other system. The cons of agile are the lack of set deadlines, due to the flexibility of the system, as well as the amount of time spent on communication processes. While communication is important, the daily scrum portion creates a large consumption of time in a day that could be used to continue projects. The lack of specific deadlines due to flexibility also makes client estimates essentially worthless if too many design halts are created, or backtracking is performed.

While agile may have time-based drawbacks, the system as a whole was the best methodology to complete the SNHU Travel project. This is due to the adaptability of agile to allow backtracking in the project. The ability to test while developing, instead of moving sequentially also allows flexibility that waterfall and other systems are unable to provide. All in all, agile is the best framework for complete system creation due to the creative process largely is nonlinear. Making this process linear causes features to be missed or an inability to respond to customer feedback.