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CS250

Sprint Review and Retrospective

The roles of Scrum Master, Product Owner, Tester, and Developer were all important to the success of the SNHU Travel Scrum-agile Team. When the client made a change half-way through the project, the entire team stayed focused and on track. The Scrum Master, Developers and Testers did a good job of switching gears and making changes when they heard from the Product Owner that instead of simply being a travel website, SNHU Travel wanted to focus on wellness/health travel. While this meant reworking some of the code and test cases, the team was able to get it done within the allotted time and sprint. The Product Owner made sure to remind the team that in an Agile environment, missing deadlines wasn't acceptable, and she made changes in the Product Backlog to prioritize the new plans.

Using the Scrum-agile approach helped bring the User Stories to completion in several ways. User Stories are designed to be clear and informational. That means that each User Story had value, and using the Acceptance Criteria led to a successful release of each item, even after changes were requested. For instance, in User Story 1, the Test Cases were updated so that instead of putting all the top-five listings on one page, they were displayed in a slideshow. This was after getting input from the Product Owner about making this change. The Testers updated the Test Cases to reflect the new expected results. The Developers modified the code to present a slideshow instead of a page to scroll through. The same changes were made for User Story 3, to go from scrolling to slideshow. This was also a top-five list, but for customized deals instead of overall popularity. The Testers and Developers were flexible with the fact that they had to make changes mid-Sprint, which is an integral part of a Scrum-Agile approach. They were also able to maintain the deadlines of the Sprint, which is also key to the success of Agile.

The Scrum-agile approach was used to keep the team on track even after the client requested a shift in the desired deliverable. The Product Owner made changes to Product Backlog in order to prioritize the work that needed to get done for the health/wellness aspect.

While the Developers and Testers were concerned, they stayed true to Agile and worked hard to get everything done in each Sprint.

Email was one form of useful communication for the team, as shown in the example below. This email asked for clarifications from the Product Owner on specific issues. The questions were clear and concise in order to elicit clear and concise responses from the Product Owner. The questions also referred directly to each User Story in question, keeping things organized.

To: Christy
Subject: User Story Clarifications
Date: January 26, 2023

Dear Christy,
The team is looking for clarification on some of the User Stories. Please advise.
User Story #1
- Should the top-five list be a slideshow or scrolling page?
- Should the picture be large or small?
- Should the price be listed? If so, where?

User Story #3
- Will previous trips booked via SNHU Travel be integrated into the travel history provided by the user?

User Story #4
- Should the selections be check boxes? Should there be a way to add your own type?
- Will previous trips booked via SNHU Travel be integrated into travel history?
- Should travel history be listed by city and country, or just country?

Thanks,
Emily

The Scrum-Agile Team Meeting was also useful for team communication and collaboration. In one meeting (CS-250 Module 5), the Product Owner announced that the client

was requesting a major shift in their software requirements. The Tester, Developer and Scrum Master were all able to voice concerns and ask questions during the meeting, and together with the Product Owner they came to the conclusion that the changes should be manageable, and deadlines shouldn't be pushed back. They agreed that pushing the deadlines was not acceptable for a Scrum project, and that they would work hard to get things done on time.

User Stories and the Sprint Backlog were important organizational tools that helped the team succeed. During a Sprint, the User Stories were there to help the Developers and Testers know what they were working towards, and also when they needed to accomplish those items. Because the whole team collaborated on the User Stories, they were always all aware of what work would be involved in each Sprint. The User Stories are clear and concise outlines of what each item needs in order to meet the "definition of done." The Spring Backlog is managed by the Product Owner. The team uses it as a way to know which items are the most important and which need to be done first. When the major content shift happened, the Product Owner refined the Sprint Backlog in order to keep the team on track and make sure things were done properly. Without either of these important tools, the team would not have been able to function properly.

The Scrum-agile approach for the SNHU Travel Program was a success. Following the overall Agile Manifesto principles such as prioritizing customer satisfaction, welcoming changing requirements, embracing face-to-face communication, and more (Principles Behind the Agile Manifesto), led the SNHU Travel Team to build successful software for the customer. The use of User Stories, Daily Scrum Meetings, Scrum-Agile Team Meetings, Backlog Refinement, and Sprint Reviews all helped the team succeed while staying flexible, delivering product frequently, and being open and adaptable to changing requirements. One con of the Scrum-agile approach for the team was the need to not push back deadlines. When the content shift happened, this caused some disruptions to the team and made the testers a bit nervous. However, because they knew it was an Agile project, they used their flexibility and openness to change in order to get the work done within the sprint. So, even this con actually turned into a pro for the use of Agile.

Therefore, the Scrum-agile approach was the right way for the SNHU Travel Team to go. While they face hurtles during the process, they were able to overcome those challenges using the Agile principle of responding to change over following a plan. The use of the Scrum organizational tools kept the team in open, honest communication throughout the project. They had a communal goal of delivering working software to their client, and they did just that by adapting to their client's needs and following through on their Sprints.

Works Cited

Cobb, Charles G. *The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach*. Hoboken: Wiley, 2015.

Principles Behind the Agile Manifesto, agilemanifesto.org/principles.html, accessed February 15, 2023.

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