ChadaTech: SNHU Travel Sprint Retrospective & Review

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Overview

The first sprint for the SNHU Travel project is coming to an end. In line with the twelfth Agile Principal, “At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly,” prior to planning our next sprint, we will review the events and work of the previous weeks. At the start of the project, our focus was to create a website that presented the top 10 most popular vacation packages. We produced a “list view” which was shifted to a slide presentation. After the slide presentation, management expressed a change in direction for the project and communicated that the vacation packages would now focus on detox and wellness options. With the shift in focus, the overall timeline remained the same and an updated deliverable was completed on time.

# Scrum Team Contributions

Each member of the Scrum team was a key contributor to the delivery of the SNHU Travel project deliverable.

## Product Owner

* The Product Owner met face-to-face with the client to allow the client to express that they wished to have a website that offers trendy, niche packages in order to build a larger audience.
* After meeting with the client, the Product Owner created the product backlog and began prioritizing individual items in user stories from customers. These user stories are a major driving force in the development of the project.

## Scrum Master

* The Scrum Master laid out an Agile Team Charter in which he outlined key points such as project success criteria, risks, and communication guidelines.
* The Scrum Master also planned Scrum events such as the Daily Scrum, Backlog Refinement, Sprint Planning, Sprint Review, and Sprint Retrospectives.

## Developer

* Our Developer is the component of the team that implemented the backlog items.
* The Developer created a list view that displayed the top 5 travel destinations in accordance with the user stories.
* The Developer altered the list view to a slide show format.
* After a change in project direction, the Developer changed the slide show to display the top 5 detox and wellness vacations.

## Tester

* The Tester very diligently developed test cases for our user stories. The test cases defined the meaning of “done” for a user story by outlining success criteria.
* Each test case is a form of quality insurance and was written to include prerequisites, steps, and expected results, all of which work to validate the software written by our developer.

# Scrum Effectiveness

The Scrum-agile methodology was developed in part, to effectively turn user stories into working software. Its design is fine-tuned for creating deliverables from user stories via the product backlog, and Scrum ceremonies. Sprint planning, the Daily Scrum, development, testing, and Sprint Reviews all work together as one software-making machine. An idea starts with a client or customer and is given to the Product Owner. The Product Owner formalizes these ideas into user stories. The prioritized stories are communicated to the Scum Master and the rest of the Scrum Team to be planned and implemented. The developers will design and implement software to incorporate the user stories into the application. The Testers will then use their test cases to ensure that the developed software meets the required specifications. During Daily Scrums, the status of these stories will be discussed, and any issues will be addressed. The backlog will be refined throughout the process and at the end of each Sprint there will be a review. This process is how Agile turns a user story into a reality.

## Communication

Communication and transparency are paramount to a good Agile implementation. The Product Owner and Scrum Master started out very strong by meeting with the client face-to-face. That enabled our team to get the clearest picture of what our client envisioned for the project. It falls directly in line with the 6th agile principle, “The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.” Then the Scrum Master scheduled Scrum events such as the daily scrum which promotes communication and transparency within the group. These organizational tools and principles not only promote a good work culture but also keep the team on the same page, making us more efficient.

The structure of the agile cycle allowed us to turn in a deliverable on time even though changes were made late in the sprint. The 2nd principle of agile is: “Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.” This principle was manifested in us quickly changing the focus of the application to a detox and wellness theme late in development, made possible by the iterative agile loop.

# Was Scrum-agile a Good Fit for SNHU Travel?

Scrum-agile is not a one-size-fits-all and has its pros and cons. It is excellent for allowing flexibility, encouraging communication and transparency, and can lead to faster product delivery. However, this approach may also be time-consuming, and it is important to balance Scrum events because if not managed properly, they can consume a lot of valuable time during working hours. In the case of SNHU Travel, Scrum-agile was a good software development strategy because of the nature of the product. When building a website for booking vacations, there are many variables that can change so the added flexibility is crucial here. Also, customer feedback during the development process provides a greater opportunity for success and customer satisfaction. An Agile approach benefited our team for this project.

# Resources

Manifesto for Agile Software Development. (n.d.). https://agilemanifesto.org/

Charles G. Cobb. (2015). The Project Manager’s Guide to Mastering Agile: Principles and Practices for an Adaptive Approach. Wiley.