Jerimey Burnside

CS250 Final Project: Review and Retrospective

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SNHU travel Sprint Review and Retrospective

A Scrum-agile team is a cross-functional group of individuals who work together to deliver high-quality products or services. The team consists of several roles, including the Product Owner, Scrum Master, and Development Team. Each role has specific responsibilities that contribute to the success of the project.

The Product Owner is responsible for defining and prioritizing the product backlog, which is a list of all the features and requirements needed for the product. The Product Owner works closely with stakeholders to understand their needs and ensure that the product meets their expectations. They also communicate with the Development Team to ensure that everyone understands the requirements and priorities. With the SNHU travel project the product owner was responsible for the User stories and delivering the information needed to produce results for the requests of the end users. In my case while acting as the Product Owner I failed to catch that they were asking for a mobile app. This would potentially cause an issue since the team wouldn’t have all the information. They are also responsible for being the informative person when a project is modified or changed by the stakeholders.

The Scrum Master is responsible for ensuring that the Scrum framework is followed correctly. They facilitate meetings such as Sprint Planning, Daily Stand-up, Sprint Review, and Sprint Retrospective. The Scrum Master also removes any impediments that may hinder progress and ensures that the team is working efficiently. They are also in charge of Sprint Review and Retrospective at the end of a sprint or at project completion. Which since this is the end of the SNHU travel Sprint this paper is the Review and Retrospective.

The Development Team is responsible for delivering a potentially shippable product increment at the end of each sprint. The team consists of individuals with different skills and expertise who work together to complete tasks from the product backlog. They are self-organizing and cross-functional, meaning that they collaborate to complete tasks regardless of their specialization. During the process of making the slide shows for the top 5 destinations it became evident of how all the different skill sets would come into play. Since I’m not particularly artistic finding photos that are or would be appropriate and appealing was difficult. I can also say that since I was only dealing with the supplied code I would have struggled to be able to program an entire page, since I struggled a little bit with just understanding what each line was accomplishing inside that program.

Finally, the role I chose for the group activity was tester so ill go into a bit more detail since I feel it is probably the best fit for my skills and mindset. In a Scrum-Agile approach, testers play a crucial role in ensuring the quality of the software product. The responsibilities of testers in this methodology can be summarized as follows:  
  
 Testers are an integral part of the development team and collaborate closely with developers, product owners, and other stakeholders. They participate in all Scrum ceremonies such as sprint planning, daily stand-ups, sprint reviews, and retrospectives. Testers provide feedback to the team on the quality of the product and identify potential risks associated with new features. This would have been particularly helpful when the project was changed do to going from popular destinations to Health and wellness/detox destinations. Since the tester has an intimate knowledge of how the project works, they, could give valuable feedback of where a particular modification would need to be. Using their knowledge of the code they may even be able to help simplify the changes with notes from their testing. In Scrum-Agile methodology, testing is not a separate phase but is integrated into every stage of the development process. Testers work closely with developers to ensure that each user story has a set of acceptance criteria that can be used to verify that the feature is working as expected. They also perform exploratory testing to identify defects that may not be covered by acceptance criteria.

The success of a Scrum-agile team depends on how well each role performs their responsibilities. The Product Owner must prioritize requirements effectively to ensure that the most valuable features are delivered first. The Scrum Master must ensure that the team follows the Scrum framework correctly, removing any impediments that may hinder progress. The Development Team must work collaboratively to deliver high-quality products or services. The testers collaborate closely with the development team, continuously test throughout the development cycle, and automate tests wherever possible.

One of the key features of Scrum-agile is its use of sprints, which are short periods of time (usually 1-4 weeks) during which a team works on a specific set of tasks or deliverables. Sprints allow teams to break down a large project into smaller, more manageable pieces, which makes it easier to adjust course if the project changes direction. When the project was changed there was a discussion held about the change and input was encouraged for any concerns or roadblocks that could possibly be hinder the change. One of which was if there would be a time extension or if the same deadline would need to be observed. There were also talks of what the difficulties would be in the process of changing over. I still feel that there should have been some discussion on changes to profiles options and menu options to reflect the change from “Popular destinations” to “Health and Wellness/Detox destinations.

As far as my communication with the team, I fell short of being effective. During the group activity I chose Tester and wrote like I was a developer. My responses were also very vague. Add that to the fact that my user stories and backlog were lacking since I miss key parts during those stages. I failed to pass on all the relevant information to the team. The only time I feel I was effective what when I was adding comments to the code modifications and the comments for the submission of the different projects for this class. So, I feel that I fell very short on communicating in an effective manner as part of this team.

One of the essential tools in Scrum is the product backlog. It is a prioritized list of features, enhancements, and bug fixes that the team needs to deliver. The product owner is responsible for maintaining the product backlog and ensuring that it reflects the stakeholders' needs. This is useful as for the creation of the user stories which help the developers understand what the end user wants to see or be able to do. Another tool in Scrum is the sprint backlog. It is a list of tasks that the team needs to complete during a sprint. The sprint backlog is created during the sprint planning event, where the team collaborates to determine what they can achieve during the upcoming sprint. Scrum also emphasizes transparency, inspection, and adaptation. The team holds daily stand-up meetings to discuss progress, identify obstacles, and plan for the day ahead. They also hold sprint reviews and retrospectives to inspect their work and adapt their processes continuously. Agile principles are based on the Agile Manifesto, which values individuals and interactions, working software, customer collaboration, and responding to change. Agile teams prioritize delivering value to customers over following a plan or process. One of the key principles of agile is continuous delivery. Agile teams aim to deliver working software frequently, typically every few weeks or months. This approach allows them to get feedback from customers early and often and make changes accordingly. Another principle of agile is self-organizing teams. Agile teams are cross-functional and have all the skills necessary to deliver a product incrementally. They collaborate closely with each other and with stakeholders to ensure that they are delivering value. Finally, agile teams embrace change. They understand that requirements and priorities can change over time, and they are prepared to adapt their processes and plans accordingly. This was seen during the change from “Popular destinations” to “Health and Wellness/Detox destinations.

With how this project progress the Scrum-agile approach was the best fit for the change that happened close to the end of the project, and just with how the communications was carried out. The only con I could see during the project was with me and that was just my failure to communicate issues and my road blocks when presented the opportunity.

Resources:

The Scrum Guide - https://www.scrum.org/resources/scrum-guide

Agile Alliance - <https://www.agilealliance.org/>

"Scrum: The Art of Doing Twice the Work in Half the Time" by Jeff Sutherland