CS250 SDLC

Final Project

Sprint Review and Retrospective

Nii Amatey Tagoe

The technological world is changing its ways of developing software. One of the changes that most companies are adopting is the change from a Waterfall development approach to a more agile approach by making use the Scrum framework. I had the opportunity to join a Scrum team that used a Scrum-agile approach in developing an application. The Scrum-agile approach definitely made our more interesting and less complex. A sprint review and retrospective are Scrum events are also important aspects of the Scrum-agile approach. These events are almost identical, the sprint review basically involves the development team validating the work that has been “Done” while the sprint retrospective is the Scrum team reviewing itself and generating a strategy to help improve itself for the upcoming Sprint.

Furthermore, in demonstrating how the various roles on my Scrum-agile Team specifically contributed to the success of the SNHU Travel project, the Scrum master I believe is the engine behind the Scrum team. The Scrum-agile team that took on the SNHU travel project consisted of the Product owner, Scrum master, Tester, Developer and the Client. The Scrum master’s roles include acting as a guider that transfers the Scrum-agile knowledge and experience to the team and takes responsibility in managing the impediments, team’s health, self-organizations within the team, and at the same time preserving the organizational culture. The Scrum mater is also a leader and facilitator, for instance during a daily scrum meeting the Scrum master allows every team member to share their impediments and the team comes up with solutions. It contributed to the success of the SNHU Travel project. The Product owner had a role to play in the success of the SNHU Travel project. The Product owner was responsible for mainly ordering and managing the Product Backlog. The Product manager did so by creating user stories after a face-to-face communication with the End users. The Product owner used a Scrum-agile approach in gathering vital customer review and concerns from legitimate SNHU Travel customers and created user stories and product backlog items. The user stories made the application development less complex.

The Tester’s main responsibility is to create test cases after reviewing the user stories generated by the Product owner. These test cases were relevant to the successful completion of the SNHU Travel because it helped the developers map out the structure of their code. The tester is mainly in direct communication with the Product owner to help clarify importance feature the may or may not appear on the SNHU Travel website. The developer’s role has simply as it may sound was to turn the product backlog items into working solutions or a software application. Self-organization, pursuit of technical excellence, and the use of Agile estimation practices help in achieving the goals or requirements and contributed to the success of the project. There were various ways the Scrum-agile approach to the SDLC helped each of the user stories come to completion. First, in generating each user story the Product owner met with the legitimate SNHU Travel End users or a focus group face-to-face and asked them about their experience on the Website and what they would like to be changed or add. To be more specific, each user story was completed by first identifying its priority, the generating a value statement and finally, creating an acceptance criterion understandable and clear enough for the Tester.

In addition, the Scrum-agile approach supported the completion of the project when there was an interruption and change of direction because the Scrum-agile approach is structured to ideally welcome the changing of requirements. The development of software was “done” in increments by the use of Agile estimation practices which gave way to any change or interruption. Communication with team members was less complex and effective. In my case, the communication practice we used as a team was Scrum events. For instance, daily scrum meetings were primary source of communication amongst Scrum team members. The team members were able to share their views, daily achievements, impediments with their fellow team members for a brief period of time, facilitated by the Scrum master. The developers benefited tremendously because they were able to collaborate and at some point, practiced pair programming.

Then again, some organizational tools and Scrum-agile principles also helped my Scrum team achieve success. For instance, the use of organizational tools such as Azure Boards and JIRA with the aim increasing collaboration and rendering information about the project visible to every member of the team. These organizational tools benefit the team because there is an “ability to update progress in real-time and rapidly view status and issues as well as fully engaging all members of the team in the completion of the project. In terms of Scrum-agile principles there was the use of the Agile estimation practice named planning poker. Planning poker was performed during a daily Scrum meeting as a method of generating story points estimates. Below is a sample of communication between the Product owner and the Tester via email.

To: Christy

Subject: User Story Clarifications

Dear Christy,

I have looked at your user stories and am developing test cases for the diverse features to conclude whether the product passes or fails. I need a bit more detail so that I can use more specific metrics to clearly outline my test cases. Can you answer the following questions for me?

User Story Details One

* How many vacation types is the end user allowed to choose from the 10 provided?

User Story Details Two

* Would it be more convenient if the end user scrolled form left to right instead of down t and up while customizing the prices of the vacation packages to meet their budget.
* Should the price interval of the vacation packages be between the dollar amount of $0 to $15000 or $0 to 10,000.

Thanks,

Nii Amatey

To sum up, the effectiveness of the Scrum-agile approach for the SNHU Travel project as a new approach in the development software at Chada Tech was visible form a start to finish. Some pros of Scrum-agile approach that presented itself include high quality. The SNHU travel project yield a software application of high quality because increments of software are being created and tested after every Sprint. The Sprint review and retrospective helps in identifying mishap and setbacks. Higher productivity and low cost add up to the pros of using the Scrum-agile approach. Charles G. Cobb writes that Agile can also result in higher productivity and lower costs by eliminating unnecessary overhead and bottlenecks and doing work concurrently rather than sequentially. In addition, the Scrum-agile approach can also result in reduced time to market by refining the efficiency of the whole project and producing functionality incrementally as much as possible. The main disadvantage I would like to cite is the fact that when there was a change in the requirements of the SNHU Travel project only the developer was affected. The developer had to pull more weight. Lack of documentation and lack of predictability are amongst the cons of the Scrum-agile approach.

Lastly, the Scrum-agile approach was definitely the best approach for the SNHU travel development project simply because of its flexibility.

Reference:

References

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