# Spring Review and Retrospective

**Applying Roles:**

Various roles on the Scrum-Agile Team contributed to the success of our SNHU Travel project.

* Product Owner: is responsible for maximizing the value of the product and the work of the Development Team. Engage with stakeholders and make sure that the team meets the business goal.
* Scrum Master is responsible for facilitating, and collaborating with all parties and making sure that they adhere to Scrum principles.
* Stakeholders: their feedback represents the most important part of the Scrum-Agile method. Scrum masters use stakeholders' feedback to align based on the new or updated requirements.
* Developer Team: from coding to testing, the developer team is the backbone of the project. They are required to deliver a clear secure and robust code as well as real-life use cases on user stories.

**Completing User Stories:**

User storiesare a succinct way of defining requirements in Agile. It describes user requirements in a very concise manner. It is a very important part of the Scrum Team. An INVEST (good user story) will help the developer team code fast and focus more on other aspects such as security or creativity.

User stories are reviewed during sprint planning (User story evaluation), daily standups (regular meetings to discuss the overall status of the project), and sprint review (feedback from stakeholders).

**Handling Interruptions:**

Agile is a flexible framework that incorporates easily any change of requirements. In our example of the SNHU Travel project, we were required to update change requirement shifts by the product owner. The new goal was to focus on wellness or therapeutic travel. This change required code review as well as test case updates.

The scrum process enables the team to handle interruption by reprioritizing tasks, updating any feedback, or effectively adjusting any sprint plans.

**Communication :**

Communication in an Agile project is the main strength of the Scrum team. Getting everyone to gather once a week (Daily standup, sprint review, etc.) to talk about the project such as user stories, difficulties or improvements is very important to set a healthy environment.

The following text is an example of email communication from a tester to a product owner requesting user story details clarification.

To: John

Subject: User Story details Clarifications

Dear John,

I hope this email finds you very well. I am currently developing a test case for SNHU Travel booking features. Please, if possible, could you provide me with more details by answering the following questions?

**User Story One**

* Are all “top destinations” listed on the user landing page (after login)?
* Does the price filter have a range?
* Are we listing all “Top destinations” after filtering? How will the list count by page?

**User Story Two**

* Do you want to see this option on the user landing page (after login)?
* Are the types of vacation sorted by country, period of the year, and activities?

**User Story Three**

* Does the user need to be able to add its top destination?

Also, could you give any information on the technical specifications and environmental constraints associated with some user stories?

I appreciate your help.

Thanks,

V/r,

Tester.

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**Organizational Tools :**

In our SNHU Travel project, we discussed organizational tools such as JIRA, Azure Boards, or RTC on how they can help increase efficiency within the team. JIRA for example can help design and track the development lifecycle. It can also enable the team to monitor their performance and productivity over time. Organizational tools help manage Scrum events such as Sprint planning, daily scrum, sprint review, retrospectives, and so on.

**Evaluating Agile Process during the SNHU Travel Project:**

* Pros and cons of the Scrum-Agile approach: The agile approach continuous feedback, daily communication, flexibility, stakeholder involvement as well as team constant cooperation improve good quality products and meet business requirements. On the other hand, to adopt Agile methodology we will need skilled personnel (Scrum master, developer). We could also get a non-available stakeholder for continuous feedback.
* The Scrum-Agile approach is best or not: I would say that the Scrum-Agile approach was the best for the SNHU Travel Project because of its flexibility, its adaptability to update any feedback, or user story, and the continuous need to meet the business goal.

## References

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