Sprint Review and Retrospective

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CS250 SDLC

There are various roles on a Scrum-agile Team that include the Product Owner, Scrum Master, Developers, and Testers. The first is the Product Owner, as a Product Owner we had to listen and ask our users questions and make user stories about what they wanted to be able to do with our product for SNHU Travel. Product Owners communicate with the clients, stockholders, and the entire Scrum Team. They are responsible for creating and organizing a Product Backlog, this is important because it lets the team know what is expected, what has priority, and the size or scale of what needs to be completed, and it’s a great way to keep communication up to date for the Team and clients/stockholder. For this project as a Product Owner, I made user stories for the end users including personalizing packages, setting a price range, and customizable profiles.

As a Scrum Master, some of my jobs were to create an environment for honest and open communication, plan the upcoming Sprints, and plan Scrum events for the team. First would be the Spring Planning meeting where I prepared my team for the sprint ahead and discussed as a team the items on the Product Backlog, prioritizing those times, and who is taking responsibility for each item. Holding Daily Stand-up Meetings where everyone on the Scrum team for SNHU Travel gathered and could discuss what they accomplished the day before, what they hoped to accomplish today, and any impediments that need to be resolved is also part of my job as a Scrum Master. My job as a Scrum Master also includes training and guidance of my team throughout the process. I would organize Sprint Review Meetings to show the stakeholders/clients all the work that has been completed during the sprints. I would also plan the Sprint Retrospective for everyone to reflect on the work that was done on the sprint and discuss what went right and what didn’t.

Having the role of Developer, I need to be self-organized and ensure I had clear and open communication with the Product Owner, Scrum Master, Testers, stakeholders, and clients. I made sure I had the specifics of what the requirements were and the timeline for the definition of “done”. I depended on the Testers to provide clear testable requirements for the completion and expectations of the product. There was a shift in focus halfway through the development, where we needed to focus on detox/wellness vacation packages. I asked for clarification so that I could develop exactly what the client wanted. I had to adjust the code and work with the tester to ensure that the code would pass the testable requirements.

As a Tester, it was my responsibility to ensure that the code being developed delivers the desired functionality for the end users. I accomplished this by communicating with the Product Owner, Scrum Master, Developers, and stakeholders/clients (if needed). I reviewed the user stories to find out exactly what the clients and end users hoped to achieve when using our product so I could understand the acceptance criteria and allowed me to create tests to ensure our product met these expectations. I worked closely with my team to avoid any issues and help streamline the process and reduce the amount of rework that may have had to be done.

The Scrum-agile approach helped each of the user stories come to completion by organizing them into sprints and working together as a team to decide when each story or item on the Product Backlog would be completed. Having sprint meetings and open communication helped keep us on track throughout the project. It also created flexibility and adaptability throughout the project so that when there was a shift in focus we could adjust easily enough. We adjusted the user stories and created new items for the Product Backlog. All this is because works because work is done concurrently as opposed to sequentially as with the Waterfall methodology. In my opinion, one of the biggest advantages of the Scrum-agile approach is the collaborative teamwork that is used throughout the process and the ability to communicate openly and honestly.

As I’ve said a few times, communication is of the utmost importance to ensure the clients and stakeholders get exactly what they want. I needed some clarification while working on this project and needed to communicate with members of my team and the Product Owner. Some sample examples of this communication are emails that were typed up to clarify what was needed:

**Sample 1**

SNHU Travel Team,

I need some clarification with the user stories to develop proper test cases for the different features and have proper pass or fail criteria. I need more detail so that I can use more specific metrics. Can you get the answers to the following for me?

**User Story One:**

* Does the user want the top 10 packages listed for them based on any specific criteria (price, popularity, profile preferences)
* Would the user like to see a star rating based on other user's experiences for the packages being displayed?

**Sample 2**

Dear Christy and SNHU Testers

Hello all. I am reaching out to get some clarification on the new direction provided by our customer. Will the detox/wellness vacations be the only thing available for our users, or they are able to access traditional vacation packages? Will there be an option in the profile settings to exclude the detox/wellness option?

Scrum events including Sprint Planning, Daily Stand-up, Sprint Reviews, and Sprint Retrospectives are essential to success because it keeps everyone apprised of what is going on and what is expected. Keeping a Product Backlog helps keep the communication clear and the goals of the project front and center. One organizational tool that helped this project with SNHU Travel is the Azure Boards. This is an agile project management tool that helps coordinate and increase efficiency within the team. It is a visual representation of user stories, bugs, and tasks. It also offers a tool to generate reports that track the status and trends throughout the project. This tool can help with discussions at the meetings and be updated after the meetings to represent what was discussed and communicate any changes clearly and effectively.

I have discussed several of the pros of the Scrum-agile approach present during the project including communication, teamwork, collaboration, adaptability, and flexibility. There are a few cons to this approach as well. The scrum-agile approach requires immense amounts of training to be able to complete successfully. The Scrum-agile approach can prove difficult for larger teams, but we had a small team and had no issues in adopting the Scrum-agile approach. The number of meetings that are held could be frustrating for some, but they are important to the process. In conclusion, the Scrum-agile approach was the best approach for the SNHU Travel development project. It allowed the team to work well together, adapt to changes and shifts in focus, and create a quality product for the client, stakeholders, and end users.