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**Sprint Review and Retrospective**

* Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.

Scrum Agile team consists of four roles: Product Owner, Scrum Master, Testers, and development team. These various roles work together as a team to meet all requirements of the SNHU Travel project and deliver the client a fully functional product as they desired.

Product Owner: As the product owner, I was able to meet with clients and ask few questions to create and organize the user stories and Product Backlog items for the team. Later interviews with the client helped me as the Product Owner get a sense of how the clients want the top five designation list to look like and later, I was able to create a sample slide show and pushed that information to the team to allow them to apply the changes.

Scrum Master: As a Scrum Master I was able to facilitate scrum meetings and sprint planning. Daily Scrum was a daily time-boxed meeting consists of 15 minutes to discuss three important questions:

What did we do yesterday? What will we do today? And what impedes us from meeting the Sprint Goal?

These daily meetings helped me as Scrum Master understand and have a better picture of what the team is working on and how I could assist with any questions and concerns.

Tester: As a tester, I defined test cases based on the user stories communicated by the Product Owner. By working with the development team, I was able to test these cases and ensure requirements are met.

Developer: I created and modified the software for the SNHU Travel top five destination list as requested by the Product owner and by also working with the testers. I was able to change the code during the development of the project when the request to incorporate detox/wellness destination list was made by the Product Owner.

* Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.

Starting with the Product Owner who organizes and prioritizes user stories before passing them to the team to reflect on the project requirements. Then the testers and developers address any questions and concerns regarding the user stories to the Product Owner. Later, the testers develop test cases from each of these user stories to ensure each case is meeting the acceptance criteria before passing them to the developers.

* Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.

In a Scrum-agile approach, any changes during the product development can be easily made since the methods focus on small segments of Sprints. In the middle of the SNHU Travel project development, there was a change to implement the detox/wellness vacation packages. Since the development was broken into short Sprints, the team was able to apply these changes effectively without impacting the entire project.

* Demonstrate your ability to communicate effectively with your team by providing samples of your communication.

Communication was a key to success in this project. Starting with the daily meeting such as the “Daily Scrums”, allowing the Scrum master to meet with the team and effectively address any issues and concerns, hear the team feedback on current Sprints, and discuss success and any challenges. Another method of communication effectively used throughout the SNHU Travel project was email communication. One example of that was the email sent to the Product Owner by the tester to get clarification on user stories while developing test cases as shown below:

To: Christy

Subject: User Stories Additional Information

Dear Christy,

As I was testing the cases outlined by the user stories, I needed some additional information to clearly define whether the product passes or fails. Could you please provide me with answers to the following questions?

User Story #2

* + Where would the filter option be located within the search page?
  + If the filter returns no matching results, should the search suggest related destinations? Or show a “No Results” message?

User Story #3

* + Where should the profile setting tap be located?
  + What types of travel options the user would like to see?
  + Would the user like to select one travel option only or more than one?

User Story #5

* + Where should the profile setting tap be located?
  + Where should the price filter boxes be located within the profile setting window?
  + Would the user like a minimum price option as well? Or just a maximum price filter?
  + What are the minimum and/or maximum prices to be accepted by the price limit text boxes?

Thanks,

Omar

* Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.

Many tools and principles helped the team be effective and successful in completing the SNHU Travel project. A great principle of the Scrum agile method is time boxing implemented in areas such as Sprints, Daily Scrum meetings, Sprint Planning meetings, and Sprint reviews. This principle put time constraints in these meetings to better manage the development process. Utilizing agile estimation practices such as Story points and Planning Poker aid in estimating the project completion and additionally help the team maintain their velocity. Additionally, I think Azure Boards is a great project management tool that helped the team easily track and see the Product Backlog, any active work, as well as resolved issues.

* Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.

Scrum agile methodology allowed the SNHU Travel project development to be very flexible, efficient, and quick. It allowed changes to be made very easily when new requests were made without any major delays and at a low cost. Keeping the clients informed through the entire development process of the project while if this development was done utilizing a waterfall method, the client gets to see the project only at the delivery stage, and at this time these changes requested later could have been very costly and time-consuming. I believe the downside of the Scrum agile methodology would be if one team member was to leave in the middle of the project, it would impact the development negatively and might cause delays in the delivery.