Sprint Review and Retrospective

The SNHU Travel project’s Scrum team is comprised of many different roles. The members of this team include a Scrum Master, developers, testers, Product Owners and Executive members. Every single one of these roles are vital to the success of a Scrum team, especially one that wants to switch over from a waterfall model to an agile one.

The first role that I would like to dive into is the role of developer or software engineer. This is the role that is responsible to actually execute in the creation of the software, in this case being the website for the SNHU travel project. These members participate in the daily Scrum meetings and give updates on the progress that they made in the previous sprint. Within a development team the size can range from a single developer to thousands of people. The daily roles of a developer may vary depending on seniority or the type of company that the developer works at. This being said some things that developers usually do include creating plans for the sprit, creating backlog tasks that can be taken care of at a later date and mentoring junior level programmers. Developers are critical to a software project and this was reflected in the SNHU Travel Project. When the product owner saw that it would be beneficial to have a top 5 vacation spots the developer was able to implement this quickly.

The next role that I would like to address is the Product Owner which is responsible for maximizing the value of the product that we are getting as a result of the developers. This role is crucial both to the creation of the product but also for the value of the product. Just like the developers, this role is also responsible for helping plan the backlog items. This is especially important if the software that is being created has to do with actual physical items. This makes communicating to the entire Scrum team crucial in this role. We saw this within the SNHU travel project in the emails between the tester and the Product Owner. This role contributed greatly to the creation of the SNHU travel project.

Lastly, I would like to introduce the Scrum master whose role is to lead the Scrum Team. This role is entrusted with the effectiveness of the Scrum team and is usually the most experienced person on the team. They help plan the backlog just as the other roles I have mentioned, facilitate stakeholder engagement of needed and coach the organization on Scrum Adoption. We saw this within the SNHU travel projects throughout the meetings that we had within the Scrum team at the beginning and throughout of the meetings. This role is very important and played a great role in the creation of the SNHU travel project.

Agile based principles are the industry’s most popular model when it comes to software development. This is the case because it allows for any portion of the software to be changed at anytime in the software development cycle. We saw this in the SNHU travel project when we had to change the program based on the research that the product Owner had done. We were able to implement the “top 5 destination” changes to the program within a week of the request. This ability to stop on a dime and make changes is the reason that agile has become so popular. Another big thing that agile helped us with through the SNHU travel project were the User stories. Once we had constructed the initial User stories, we were tasked with implementing feedback. We had to go back and make changes to our existing user stories to make sure that they had all of the required functionality. We also were able to implement this within a week of the request. The level of communication between the Product Owner and the development team would not have been possible without the agile approach.

Being able to communicate to your entire Scrum team at any time through development of a piece of software is crucial. Throughout the construction of the SNHU travel we’ve had to communicate to every part of our Scrum team. We saw this in the emails between the Product Owner and the tester. Another example is when we worked on the group exercise and we were al tasked with communicating to each of our group members. During this exercise our team had two developers, a tester and a product Owner who all communicated with each other. During all of these communications we got feedback from the various members of the Scrum team which in the end lead to a better SHU travel site. We were all encouraged to ask questions and get clarification on anything that we were unclear on which I believe that we did in a very effective way.

There were many Scrum and agile principles that led to the success of the SNHU travel project. One that was really crucial was daily meetings between the Scrum teams. During these meetings we got to see the progress of the project and helped whoever needed clarification on anything. Another big thing for us was using story points to organize the backlog items. Understanding how long a task will take really helps in the organization of tasks and also gives each developer a measure of how long a task will take. Some other agile based tools that helped during the project include Kanban, sprint reviews, and burn charts. Things like these that I have mentioned I believe led to the success of the SNHU travel project.

In the end I believe that using the agile based approach was the correct way to go for the SNH travel project. This methodology allowed for us to make changes on the fly, organize backlog tasks, foster communication and create a better product in the end. If had to find one downside when it came to using agile for the SNHU travel project it would have to be communication. I count this as being a negative as well as a positive because it can slow down the development process. This can be the case because once the development team is done with a sprint, they might need to wait to get feedback from the Product Owner to see if any changes need to be made. Other than this I feel that agile is the correct way for the SNHU travel project to be developed.