Peter Truscinski

SNHU CS 250

02/20/2021

SNHU Travel Sprint Review/Retrospective

The Scrum-agile team consists of three components: the Product Owner, the Scrum Master, and the development team. It’s important to realize that each of these roles are not above each other and that all are working for the betterment of the product and to exceed the wishes of the client and the interests of ChadaTech. At the center of Scrum is self-organization, continuous improvement and adaptability and these values facilitated an environment where good habits were created and high-quality work was at the forefront.

How have these various roles on our Scrum-agile team contributed to the success of the SNHU Travel Project? From the perspective of the Product Owner, a constant collaboration of the client and their feedback enabled the development team to continuously improve the product and ensure transparency. The tester, as a subset of the development team, has a special relationship with the Product Owner in that they have to take the information from the client and develop test cases for each of the user stories and how it aligns with the vision of the client. All of this information that the tester gathers from testing the user stories and the meetings with Product Owner can then be explained at the Daily Scrum which is incorporated by the Scrum Master as one of their Scrum events that they are responsible for. The Scrum Master has also been instrumental for coaching the team on any of the Scrum components that are overlooked and creating an environment of continuous learning that coincides with the values of Agile. As the project naturally changed, and the requirements of the project changed with it, the Product Owner was there to make sure that there was a clear direction as to where our project was in relation to what the client specifies. At a fundamental level, agile requires that each team member be a self-sufficient and self-organizing component of the team’s success towards the Sprint Goal, and that each bear the responsibility that their respective role demands of them.

How has a Scrum-agile approach to the SDLC helped each of the user stories come to completion? At the end of the day, user stories are created to mirror the desires and wishes of the client and to display that vision in software. Each user story that was developed was in essence a rudimentary version of the requirements and stored and indexed within the project management software of ChadaTech. User stories were created with the client in mind and then that user story was used as a template to facilitate the transfer from concept to work. They allowed for a way to take a complex task such as the whole product and splitting it into manageable sub products that streamline productivity and eliminate confusion. As a byproduct of splitting up the work, the time to complete each component is reduced and as an added result, the amount of resources to create the product is diminished as well.

How has a Scrum-agile approach supported project completion when the project was interrupted and changed direction? The biggest change of direction that occurred during the project was the switch from a traditional travel destinations application to one that dealt exclusively with a wellness category within the destinations list. While the fundamentals on how the web application worked in a similar manner as far as aesthetics and navigation, the previous user story was proven to be only a prototype of the client’s vision. With the new information in mind, our team had to change the descriptions of the wellness locations within a specific city as well as recommend those locations.

An example of communication between my group would come from the Product Owner, Jeremy Waters, and myself—since I had designated myself as tester. I formally introduced myself as we transitioned to the agile methodology from a more traditional model of project management, and I made sure to state that “I like the method of communication you used for the clients. Having an initial discussion will help obtain an idea of their vision, and then as the product progresses, regular communication will lead to either a revision or refinement during each Sprint” and that I would ‘keep him updated any new information on prospective user stories within the development team.’ Having that line of communication—especially between team members that by function of their role have expectations to remain a level of communication—is a way that allowed for a more productive, team-oriented, and inclusive environment that would beget future returns for the quality of the product.

The organizational tools that helped our team become successful were digital information radiators and Microsoft Azure Boards. The inclusion of information radiators allowed for each member of team to continuously see what items were on the backlog as well as any information that was deemed important. I made use of the Daily Scrum to fully display the information radiator as it was strategically when all of the members of the Scrum team were together to discuss the work of that respective day. I also made use of Azure Boards to streamline effective communication and planning across teams. Further, the Scrum-agile principles that helped our team be successful were “effective cross-functional collaboration with a clear intent is supported” and the “primary focus is on the customer need facilitated by constant improvement of customer experience.”

Finally the effectiveness of the Scrum-agile approach for the SNHU Travel project was a measured success against the traditional project management styles of models such as Waterfall. The pros of this approach were that each problem that we faced during the development process was broken down into smaller, more manageable tasks that would been a real problem for a Waterfall-based system because of the heavy reliance on prior planning. Communication also saw an improvement within the company because of inherent transparency and agile’s dependence on team-oriented collaboration. The cons of this Scrum-agile approach were that measured progress was less clear as the project moved along, and also that there is layer of inherent side-tracking that can take place if the underlying goals are nuanced. Given that throughout the project the requirements of the project changed, I can safely say that a Scrum-agile approach to SNHU Travel was the correct choice despise some shortcomings of the methodology. A Waterfall approach to this project would have required that there were strict requirements underneath each phase of the SDLC and this has not been the case with this project.

References

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

M. (n.d.). Azure Boards documentation. Retrieved February 20, 2021, from <https://docs.microsoft.com/en-us/azure/devops/boards/?view=azure-devops&viewFallbackFrom=vsts#pivot=index&panel=indexA>

Sims, C., & Johnson, H. L. (n.d.). Scrum: A Breathtakingly Brief And Agile Introduction. Retrieved February 20, 2021, from https://agilelearninglabs.com/resources/scrum-introduction/