Rebecca Davis

CS 250

6/20/2025

Sprint Review and Retrospective

To meet the deadline for the project with SNHU Travel, it took the collaborative work of all the team members. The Product Owner worked closely with the stakeholders to identify what needed to be the top priorities within the project. They maintained the Product Backlog accordingly to ensure that there was open communication with priorities. An example with the project is when the stakeholders wanted the travel project to focus on detox and wellness destinations. This changed the direction of the project, therefore the Product Owner needed to make adjustments to the Product Backlog to adapt to the changes. The Product Owner also created the User Stories so the development team knew the priorities and their size and acceptance criteria needed. The Tester was needed to create the test cases. The test cases involved breaking down the acceptance criteria for both positive and negative paths. Doing this, the team was able to have a clear understanding and everyone was on the same page. An example of this is an input within the user stories acceptance criteria of:

“Each destination on the list will have the following attributes shown:

• Destination name

• Destination short description (one sentence)

• Destination picture

• Text with embedded link to take user to top-selling travel package for that location”

The test case broke down the acceptance criteria to say:

Input: Verify that each destination listing has the required components,

Expected Results: each listing contains a picture, a short description, and a link to the top travel-package deal booking.

The Development Team was also needed to take the information from the user stories and the test cases with the broken-down acceptance criteria and modify the coding to accommodate the new requirements.

In Scrum-Agile, each sprint begins with Sprint Planning where the team looks at the Product Backlog. They then look at the user stories respectively based off of priority. The team then breaks down the story into actionable tasks. Sprints normally are around 2 weeks, so the team can then start on the development of the project using the stories that they have. This helps with being able to maintain the timeline of the product launch. It also helps with being able to test, due to developing in small chunks rather than all at once at the end of development. Being able to test regularly and in smaller segments helps with identifying bugs and fixing them quickly, plus easier to identify. With the Scrum-Agile there is also Daily Scrums (daily standups). These 15-minute meetings a day help the team discuss what is being worked on, what is done, and what is in the way of completing tasks.

Within this project, there was really only one interruption. The interruption being the direction of the top destinations for SNHU Travel. At first, the team was given information based on what the end users were looking for within the travel packages. The team was able to create the user stories and test cases and begin the development of the product. Then the Product Owner came to the team with the new direction of the top destinations based off of the information that the stakeholders provided. The new direction was to go with detox and wellness destinations based off of studies that the stakeholders had done. With this new information, the Product Owner updated the Product Backlog, changed the priorities within the user stories, and updated the team on the new changes. This gave clear insight into what needed to be done and changed within the test cases, acceptance criteria, and the code needed for the product.

Communication is a huge part of Agile and what makes it run smoothly. There are many forms of communication that make up the Agile process. First there is the Sprint Planning where the team discusses user stories, clarifies goals, and estimates the size of the stories. There is also the Daily Scrums, which consist of the Scrum Team and take about 15 minutes a day which keeps the team aligned and any issues are brought up early. The Sprint Reviews which is the way that the development team demonstrates the completed work, gathers feedback, and is able to correct things before going too far ahead making this off course and causing a delay. Lastly there is the informal chats. Agile embraces collaboration, and a 15-minute team meeting a day is not going to achieve that fully. With being able to take things “off-line” and talk to another teammate, it fosters a collaborative environment.

The biggest organizational tool used within this project was the Product Backlog that contains the user stories. These stories kept the team on track and all on the same page. There was quite bit of principles that came into play with this project. The first being employing iterative and incremental development. This was helpful in being able to breakdown the project into small chunks which made development and testing faster and easier with identifying bugs. The next being keeping options open. This was beneficial in being able to initially develop the construct for the top destinations then was able to accommodate the change to the detox and wellness top destinations. This also ties into adapt to real-time information and replan.

The Scrum-Agile process to me was pretty effective for this project. There were some cons with the project due to not really having Daily Scrums. This made the team work with a limited amount of information to develop the product. With that said, the pro side to Agile was being able to being the development of the product with the limited information. If the team were to use Waterfall instead of Agile, then the product launch date would have definitely been set back, and the testing would have been awful to complete fully rather than in the small batches.