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SNHU Travel Sprint Review and Retrospective

Thanks to the use of our scrum-agile team, the project for SNHU travel was a resounding success. With each role defined, the team was able to create a working iteration of an app for SNHU travel that through the process adapted live feedback to give the customer a trendy wellness vacation list. Each member of the team was a key contributor towards the project. Starting with the scrum master, they put together the roles and set up the sprint framework for use throughout the agile process. With the framework defined, the product owner created user stories based off customer needs and desires, such as having a top five list that showed packages based off the popular vacations, as well as set up a product backlog that the development team was able to negotiate a timeframe for. The tester was able to break down the user stories and gave feedback to the product owner to refine the app and give better analysis, such as asking for clarification on if the list should go through a slideshow or be on a single page. Finally, the developers were able to pivot based off feedback and make changes to the application by working closely with the product owner, such as when they changed the app to better suit the wellness craze of the customers.

The use of the scrum-agile approach was able to assist with completion of each user story. In example, the highest priority was assigned to creating an application that listed the top five niche and trendy vacation packages for SNHU travel. This story was assigned a high priority by the product owner in the product backlog, and as such was the first main object tackled by the development team. The development team created a working iteration of the user story by taking the top five trendy vacation packages and making an application that listed them in a easy to look at window. The tester then set test cases for the app and was able to discern that the product owner wanted the app to present in slides, which was then tested for after the user story was refined. As a result of the agile process, the team was able to complete the user story in the final iteration developed from the sprint.

As expected through the SDLC, interruptions are common, but not unwelcome. During the project, feedback came in to the product owner that customer’s wanted wellness vacations instead of trendy niche ones. Since the project was using a scrum-agile process, the working iteration was designed with the ability to implement feedback during the sprint. Instead of needing to start from scratch and replan the entire project, the app was instead iterated on by the development team to better meet customer needs. This was done by changing the vacation packages displayed by the app to better match the vacation packages they were trending towards.

One major reason that this was able to be implemented was due to communication between each member of the team. It started with the product owner communicating with the customers and updating the user story based off their feedback. This updated user story for the wellness vacation package was then used by the tester to be able to better define their test case for the application, as well as by the developers to refactor the application to fit the updated user story. Through the communication from the different aspects of the scrum team, we were able to quickly adapt a much-requested customer feature.

Every part of the scrum framework enabled the project to have success. The product owner started the framework off by creating the product backlog, which defined and prioritized the user stories for the project. The backlog was then pushed forward in a meeting with the developer and the product owner, who prioritized the user stories, deciding that for the sprint to be a success there needed to be a top five niche trendy vacation package list. This user story was iterated on during the sprint to become a working product. When the interruption came into the sprint, since feedback was a part of the cycle, it was able to be negotiated in a meeting to be able to be completed before the sprint was complete. This resulted in a completed working product that can even further be iterated on in future sprints with more user stories and a better product for the customer experience.

As described through this retrospective, scrum-agile had many pros throughout the SDLC. The ability to set prioritized and focused goals allowed for easy to see progress throughout the process. It also allowed feedback to be quickly implemented in the middle of the process instead of having to completely start over. Another pro was that the process allowed for frequent communication among the team to better define problem areas and work towards solutions. Despite these numerous pros, there was one major con for the agile process used for the SNHU travel app. While the app is functional, it is relatively barebones, which might turn away some customers during the early iteration while more features are added in future sprints. All in all, agile was still the best process to use for the SNHU travel app due to its flexibility and customer focused approach.