This sprint has involved the creation of a top five vacation list that, in the end, focused on wellness/detox trips. On the team side of completing this sprint, it began with the product owner and scrum master getting information and timelines from the client, SNHU travel. The product owner also spoke with a focus group of customers who have used SNHU travel in the past, but often booked their vacations through other services. The Product Owner asked questions of the focus group to find out what they would like to see. One of the big parts of this was the emphasis on wanting a top vacations list. As she spoke with them, the customers were able to give more pointed information that would allow for a more focused set of requirements for user stories.

We relied on the product owner to get the information, as was done through the use of a focus group, to create user stories. The user stories allowed development to output the code necessary to display a working top five destinations list. This was shown off in week three when there was a working Basic List View control that displayed 5 chosen vacations. The destinations in this sprint were input manually, but allowed for the client to see what it looked like. This was helpful when the development was interrupted. The client came back and expressed a desire to get ahead of trends and changed what the top five list would show. The advantage of having an agile based team allowed this to more easily take place because one component could be modified as it was a smaller feature.

The daily scrum events allowed for this to be brought to the attention of the development team by the product owner to ensure that we were aware of it. Since this was an agile environment, it was easier to switch gears and make the changes the client wanted because we could put other tasks in the backlog on the back burner. We wouldn’t have easily been able to do this otherwise because we would have been too far into the development process.

This meant having to also use the user stories that were still in effect to ensure that testing and development followed through, even with the change. This was because we had to communicate effectively amongst each other.

One example is when the testers created the test cases from the user stories that would then have to be logged for any errors. These user stories allowed us to more easily create these test cases as well and, when being presented with the change, we could go into the user stories and the test cases made from them and make the necessary changes. Communication helped with that and one example of such is as follows:

“[productowner@company.com](mailto:productowner@company.com)

CC: developer@company.com

Subject: Information Requested: New Users to Site

Good morning (Product Owner),

I have noticed, when making my test cases, that there is a gap in knowledge of what to do when there is a new customer to the SNHU travel site. It has been emphasized, and implemented, for the creation of a customized top vacations list that prioritizes vacation history and or preferred vacation type. For new customers, especially ones that may be using this site without creating an account, this causes a bit of a gap in knowledge. Currently, there is no way for the customer to easily set their type of vacation or specialize their list based on past history. Is it possible for us to arrange a focus group of those that have never used the SNHU travel site and find out what they would expect for the creation of their own customized list?

Thank you for the consideration and I eagerly await your response.

Samantha Durr” (Durr, 2023)

The use of communication, even for something as minor as referencing what to do in the case of a new user to the site, allowed for open communication between different people in the scrum team. This was important in that it allowed for knowing if there was any information that may have been missing in terms of the test cases.

Finally, when it came to the agile approach for this particular project, it was the best approach for this project. The team was small and could speak to each other every week about the different backlog tasks. One con I will say is that, during the interruption, we were told that the client did not think that the project timeline needed moved. This did cause a few changes in that we would not be able to give significant time to other areas that were being pushed to later in the sprint or deadline. This meant losing some time we didn’t have during a sprint to redirect, but otherwise it was fine as we had completed some elements previously. The fact that we had these daily scrum events where we could discuss things, such as this change, was a pro that allowed for the better use of our time. At the same time, the focus group that showed us what the future customers would like to see also allowed us to be directed in our approach. That means that the scrum-agile method was the best approach for this project.

Citations

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