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CS-250

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Sprint Review and Retrospective

To start with, the roles involved with this project were scrum master, developer, tester, and product owner. Communication between the two roles should be also mentioned since the project’s success heavily relied how well the team could work together.

Beginning with the scrum master, my job was to keep the team working towards the goal through team meetings, help manage the product backlog, and work out any kinks that may halt progress towards a shippable product. A major part of this role comes in during the daily scrums and making sure the team is regularly conveying information within itself. Whenever a part of the team has questions or concerns, they will often contact the scrum master for clarification. When the SNHU Travel focus changed, I helped get the team back on track and aware of the changes.

The next role was the developer, which was to build functions from the product backlog. They are responsible for working on a shippable product for each sprint review. The SNHU travel site was built using the product owner’s specifications.

The role of the tester was to create tests based on user stories in order to determine whether the product passes or fails. The tests are based on the product backlog in order to ensure all requirements are met. When the first slide show was built, it was checked against the tests and user stories to see if anything could be a shippable feature.

The role of product owner is to create and manage the product backlog, interact with outside parties about the product, and make sure the team understands the requirements of the project. The project starts with the product owner and the creation on the product backlog. They continue to assist the team by answering any question a member has about the requirements.

With everyone having a list of the backlog, the priority and size of each user story was also given. This allowed features to be worked on in order of importance and with clear outcomes. The tester was able to create test cases in to see whether each feature had met the requirements while the developer worked on designing the feature. When the developer was done, the tester then ran the prototype against the test cases.

By using this approach, we were able to quickly shift gears and accommodate changes made to product focus. For the SNHU Travel, we had developed a top five list of vacations spots before the product owner decided the site should be focused on detox and wellness due to a report on the market of vacations. Instead of restarting or getting too far into the initial backlog, the backlog was altered. Most of what was completed remained the same while certain details changed to fit the new requirements. The tester then made new pass/ fail tests and the project continued in sprint mode.

Most of the communication within the team came from scrum meetings or emails. The scrum meetings kept the team updated on progress while the emails were for when more details were required. Teammates were able to discuss what’s expected and make sure their part was on track. When the product backlog changed, the developer and tester emailed the product owner to clear up any confusions about the changes. This allowed the project to stay on track to what the product owner wants with no room for guessing.

In working towards a shippable product, communication was key to keeping everyone on track. The use of information radiators made sure everyone was still in the loop, daily standups gave the team a chance to talk about progress and problems, and everyone being transparent allowed for a smooth workflow.

One of the pros of using Scrum-agile for this particular project was how easy it was to adjust the focus while still saving some of the resources. By communicating the updates to the customer and user’s standards, the project was able to be dynamically formed around requirements. Another pro was the amount of problems avoided by meeting frequently. By using daily scrums, progress was easy to track and issues were dealt with efficiently while keeping everyone on the same page.

A con is the dependence of everyone to constantly collaborate. While this seems like a pro, this can lead to sometimes repetitive meetings and unnecessary updates. A tool to counteract this is the information radiator, which allows for the whole team to see progress without needed to directly ask.

Using a Scrum-agile approach was best for the SNHU Travel Project. This allowed us to get the most feedback through all parties, which led to a better product. Also, we are able to showcase a deliverable product and receive feedback before having it released. This allowed us to make tweaks to enhance the product’s effectiveness. From each review, we were able to see what worked well, what didn’t, and improve a little bit each time.

Citations

Cobb, Charles G. *The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach*. John Wiley, 2015.