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CS-250

Module 7 Final Project – Sprint Review/Retrospective

Five roles played essential parts in the development and success of the SNHU Travel project. These roles included: the Scrum Master, the Product Owner, the Tester, and the Developer, otherwise known as the Scrum team. The Scrum Master was the facilitator for the Scrum team. He met with the Product owner and got product details and how they needed to be implemented to add trendy, niche vacation packages to the SNHU Travel website. He would then facilitate the Scrum events to pass the information to the rest of the Scrum team. These Scrum events were the Sprint Planning and the Daily Scrum. He was there to ensure the team could get through their Sprints effectively and efficiently and lend a hand to the team if they were falling short somewhere in the product development stages.
The next role is the Product Owner, and her role was vital because she had to meet with the clients and then coordinate the wants and needs of the product down to the Scrum Master. She was also in charge of refining the Product Backlog to make sure the team hit its Sprint goals. She also had to ensure that the proper standards were maintained and that the client was happy with the product. Making sure that deliverables were delivered on time was also on the list of the Product owner. The next role was the Tester, and his job was to make sure the product’s functionality was working correctly. As part of the agile practices, the Tester’s job was to find bugs and problems inside the product’s code. He would work closely with the Developers to improve upon the code being written so that a solution to the issues would present themselves and make for better functionality of the product. Then he could report back to the Scrum Master and Product Owner with the list of improvements made to the issues that were hindering the proper functionality. The last role is the Developer, and their job is to design and implement the code to bring the product to life. Like the Scrum Master and the Testers, the Developers attend the Scrum events to make sure they are up to speed on what is going on for the Sprints. They are also responsible for informing the Scrum Master of any discrepancies with their role and what they do for a particular Sprint. They are also allowed to give valuable feedback from anything they find that could cause potential issues or better implement better features for the product to deliver value to the end-users.

The Product Owner had received information from three SNHU Travel clients on some different features for the SNHU Travel site. They went over the details and then passed them down to the Scrum Master for the Sprint Planning event. Using the agile approach, they got categorized into three user stories that could be placed in the Product Backlog in order of importance. The user stories are structured to tell everyone how important it is and are outlined in critical details that tell how those features need to be implemented. To organize each user story, they are given a user score. Whether scoring user stories with methods like a Fibonacci sequence, planning poker, or even T-shirt sizing will be how we grade the user stories for their order in the Product Backlog. Each member of the Scrum team has a specific role to play when evaluating each user story, and they must be able to sure the product functions as the user stories describe.

Agile differs from the traditional Waterfall method because there is no set time for the whole project to be completed. Instead, we have Sprints, and they are two to four weeks in duration. During these Sprints, we can analyze as we are trying to complete user stories. This works out better, in the long run, because if we need to stop for a particular reason because something wasn’t working out right or if some details got changed, we could still alter the user stories and keep up the work during the same Sprint, or we could extend the Sprint or push it into another Sprint. For example, let’s say that one of the clients decided that he wanted a unique feature to SNHU Travel. We would need to get it into a user story, and then it would get its user score, and then it would get into one of the Sprints.

Collaboration is a critical component of effective teamwork, and it enables every member of the team to voice their opinion about a particular topic. The Scrum team, working in an agile framework, is no different. Everyone has their roles to accomplish one primary mission; to get the product developed to the specifications laid out by the client. Team members will more than likely be working closely with each other and will communicate any issues they are facing and maybe with fascinating ideas to make the product more appealing to end-users. Communication is necessary for a fully functioning team, whether at a Scrum event or talking face-to-face or in an email or text message. For example, maybe the Testers find some bugs in a program and want to find out why or how that block of code was put into the program, they might want to get with the Developers and work cohesively to find out how they could rewrite that block of code as part of the debugging process and help that program to resume the functionality it was intended to do. Another example could be when the Scrum Master facilitates the Daily Scrum and has some crucial topics to layout to the team. He might make sure he is communicating to capture the attention of everyone present.

One good tool that will be effective during the Daily Scrum events would be Jira. Jira is a tool used to help with Product Backlog and Sprint management. Also, Azure boards might be good during Sprint Planning meetings to support all the workflow going into the Sprints. Rational Team Concert or RTC is a great project management tool used to collaborate teams of any size during the Sprint Planning. These are just a few of the many tools for a Scrum team to help promote cohesiveness during the Scrum meetings and lead to better management and successful Sprints. These are just tools, and a tool is only as good as the team using them. The team needs to be able to work together effectively, and these tools do help to make life easier for the members.

The Scrum-agile approach was very effective in the SNHU Travel project. It helps bring the team closer to collaborating to develop a great product. The Scrum events give everyone a breakdown of what has been done, what is currently being worked on, and what is to come. The team also can find any issues during the implementation and not have to wait till the end of the project before finding out something is not working as it should. The team can also stop progress or change direction if different details need to be added or removed from the project.
On the other hand, you don’t have a projected date for completing the entire project. We add or change details as we go along, which could be a drawback for some clients. Agile also requires a high degree of customer involvement. Agile recommends co-location for efficient communication, which is not always possible. The agile approach is more beneficial to effective project management, team building, and product development.