**SNHU Travel Sprint Review and Retrospective**

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This Sprint Review and Retrospective serves as a summary and analysis of the work done under the SNHU Travel vacation package site project. The Scrum-agile framework was effective in providing an organized sprint schedule, Scrum events, and agile values that aided the SNHU Travel team in completing the project. Each role of the agile team took advantage of the Scrum-agile framework and contributed to the success of the product’s release.

The Scrum Master manufactured an agile team charter that laid the groundwork for an agile working environment. The charter stated that the product was to be developed using the best coding practices and that the team follows agile values, like communication and respect for the team and the project itself. This ensured that the finished product was high quality and that it met the needs and expectations of the customer. The charter also laid out the framework for daily and weekly Scrum meetings that the team utilized to relay project information.

The Product Owner acted as a representative of the project in front of stakeholders and customers. They acted professional and polite and created an experienced image of the project and the team. They met with SNHU Travel customers face-to-face at a focus group to ask questions about what features they would like to see in the SNHU Travel vacation package website. The Product Owner created user stories out of the answers they received that accurately portrayed the needs of users. These user stories were ordered on the product backlog according to the highest value for the customer and the organization; the order of the stories allowed the developers to make better decisions about which story to complete first to maximize value. The Product Owner’s communication with the team was vital to the project’s success: when the focus of the project changed towards detox and wellness vacations, they brought it up immediately to the team and refined the product backlog.

The tester worked with the Product Owner to create test cases that match the needs listed on the user stories. These test cases were developed around meeting the acceptance criteria of each user story. Each case featured steps that the user would take to complete an action on the SNHU Travel site, which each step having specific pass or fail standards. Creating these test cases allowed for any bugs or faulty code to be caught early and fixed by the developers in a timely manner. The tester also updated test cases to include for changing program requirements as the project’s focus shifted throughout its development. The tests created by the tester ensured that the product was functional and met customer expectations by the end of the sprint.

The developer added features to the program based on prioritized user stories on the product backlog. Originally, vacation packages were arranged in a list format, but due to changing requirements, the website was required to display packages in a slideshow format. In addition, the project’s focus became centered around wellness and detox vacations in the second half of the sprint. The developer adapted the necessary code to meet these new requirements and included insightful comments within the code about its new functionality.

The Scrum-agile approach to the product’s lifecycle helped user stories come to completion mainly by emphasizing communication between team members as well as between the Product Owner and stakeholders and customers. Face-to-face communication between the Product Owner and customers of the SNHU Travel site during the initial focus group meeting allowed for the creation of user stories that accurately represented what new features users wanted. The team utilized a product backlog that had its user stories ordered by the most value, and each story had its own acceptance criteria that defined what each feature needed to be considered Done. Stories on the backlog were also small enough jobs that they could be completed in one or two workdays, which were represented as points under the Scrum-agile framework. This helped the team plan out features according to how much time they were estimated to take in addition to their perceived value.

Scrum-agile is built with adaptation in mind. Program requirements are expected to change throughout the lifecycle of a product that is developed under agile. As expected, requirements changed throughout the SNHU Travel program’s lifecycle; the main change in requirements, as mentioned earlier, was the shift in focus towards detox and wellness vacation packages. Agile’s built-in flexibility allowed the team to change focus swiftly and without detrimental problems. The Product Owner brought news of the focus shift to the team during a brief Scrum meeting. Following that, features that were already created were quickly updated to reflect new customer needs, and test cases were revised. Stories were deprioritized on the product backlog by the Product Owner so that more time could be allocated towards stories whose value increased over other stories.

Effective communication contributed greatly to the project’s success. The two most frequently used communication tools used were face-to-face meetings and emails. Face-to-face meetings are a communication method of choice under Scrum-agile and were used during daily and weekly Scrum meetings within the team, as well as between the Product Owner and SNHU Travel customers. Email was used by numerous team members to gain clarification about project details when face-to-face communication was not an option. For example, the tester asked the Product Owner in an email about extra details regarding acceptance criteria for user story 2: “What is expected of the website when the user, for example, tries to enter a non-integer into the ‘age’ textbox? Should the website print an error to the user, or be redirected to an error page?” Email was also used by the developer to ask questions to the Product Owner and tester about priority changes in the product backlog and updates in test cases respectively. In one email, they wrote to the Product Owner: “Wellness/detox vacation packages appear more expensive than other types of vacations. Is the Vacation Price Limits user story ranked at a higher priority than before to account for customers that have a smaller budget?” The team utilized communication as their primary tool to solve problems.

Communication was the most important agile principle that the team upheld. Whether it was the Product Owner gathering information to create user stories or the developer asking questions via email about product backlog priorities, clear communication is what led the team to success. The team also took great advantage of Scrum events like daily and weekly Scrums.

The SNHU Travel project benefitted from using a Scrum-agile approach because the agile framework allowed the team to adapt to any change thrown at them and maintain a steady work output throughout the sprint. The team was able to deliver a quality product by the due date in large part to their utilization of agile’s core values and flexibility to adapt around changing user requirements. Under a waterfall framework, the project may not have seen the same success.