Chada Tech

SNHU Final Project: Sprint Review and Retrospective

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**Review and Retrospective: Applying Roles**

I played a variety of roles in a Scrum team during this course. In order to create an application for the client SNHU Travel, the team was switching from a waterfall to an agile methodology. A product owner, a scrum master, and a development team made up of testers and developers made up the team. An analysis of the Scrum-Agile techniques used on this project is the goal of this paper. I will make judgments based on my analysis regarding the ways in which these approaches helped or hindered the final product.

**Scrum Master**

When I imagine myself as a Scrum Master, I think of myself working alongside the Product Owner in creating backlogs and maintaining as much transparency as possible. I connect all the team members into unison. I would lead a Sprint Planning meeting to go over the User Stories that were approved for inclusion in the first Sprint after the Product Owner had defined them. We used the planning poker estimation technique during the Sprint Planning session. The team was able to determine the amount of work needed for each User Story with the aid of this technique. After defining the Backlog items, work on the project started. Every day, I led the fifteen-minute Standup meetings, which review the events of the previous day. These standup meetings are beneficial because they preserve openness and help to detect and reduce any uncertainty that might have an influence on development. Being a resource for the team and offering direction in the Agile methodology was my aim as Scrum Master.

**Product Owner**

In an Agile project, each team member plays a crucial role. As the primary point of contact between the client and the development team, this position is crucial. My duties as the Product Owner extend beyond the parameters of conventional project management. It was my responsibility to lay out the specifications for the project's execution. I conducted focus groups with different end-users to gather input, and some of the requirements were provided directly by the client. In order to add User Stories to the Product Backlog, I had to prioritize and create them. The Development Team's methodology for the project would then be shaped by these User Stories, from inception to completion.

**Development Team**

In the roles of the Development Team, as Developer, I was given creative freedom to structure my code as I see fit using industry best practices. As a Tester, my responsibility was to be able to collaborate with all members of the team to create test cases in order to identify any bugs that may be introduced. During the recent discussion, I chose the tester role and it helped me realize how important it is for testers to maintain consistent tests and update the team with any issues. This is an important role because as the old saying goes, “Test early, Test often” is a key principle in iterative development. Both of these roles served as critical components to the Scrum-Agile process. These roles is where the business value is created.

**Review and Retrospective: Completing User Stories**

Approaching projects using the Scrum-Agile practice helps better functionality to the SDLC. Without a proper team foundation, it can be difficult to execute projects. Effectively decomposing intricate tasks into manageable chunks is essential for a deployment to be successful. We gathered end-user requirements for the SNHU Travel project and used those to create User Stories. The functionality of these requirements was outlined in these User Stories. User stories should be brief but sufficiently detailed for both developers and users to understand. When creating User Stories, it is customary to identify the requirement and separate the functionality and its objective. A User Story asks the important but simple questions "who," "what," and "why." The intended user is represented by the "who," the task at hand is represented by the "what," and the functionality that adds value to the requirement is explained by the "why." These simple questions give all the factors of the project for gathering information

**Review and Retrospective: Communication**

The requested changes raised concerns about the functionality of the current code base with the SNHU Travel project. It is my responsibility as a developer to reduce redundancy while being careful not to introduce new bugs. The email below demonstrates how this mindfulness was demonstrated in the correspondence with the product owner and tester:

*To: Jeremy (Product Owner); Leo (Tester)*

*Cc: Kylie (Scrum Master)*

*From: Tiana (Developer)*

*Subject: Improved requirements and guidelines*

*Hey Jeremy and Leo,*

*From our recent discussion, I have looked over the source code and have some improved implementations for the travel destination project. Particularly the wellness travel project.*

*It should not be too difficult to implement this new addition if the original code base remains unchanged. But, Jeremy, could you find out from the client whether they prefer that the user choose to view detox/wellness destinations on the default display, or if they would prefer that the user select it in their traveler profile? Would you also be able to give me some test case scenarios, Leo, so I can incorporate them into my code?*

*Thanks a bunch,*

*Tiana*

This email, in my opinion, was brief but direct. This message reiterates the requirement before requesting more information from the product owner. I then request more testing requirements from the tester so I can include them in my code base. Additionally, the tone of my writing is calm, suggesting that I'm willing to take the initiative rather than express intense anger at having to make accommodations for an unforeseen change. Based on the Product Owner's response, the tester might also want to develop new test cases and send them to me using the information they have requested. I believe that a cohesive atmosphere of openness and cooperation is fostered by this communication.

**Review and Retrospective: Organizational Tools**

A Scrum team can make the switch to Agile with the aid of several tools. JIRA and Azure DevOps were the tools used for the SNHU Travel project. Azure DevOps assisted the team by easing the shift to an Agile setting. The product backlog, user stories, and sprints were all created by the team using the tool. JIRA was used to track individual tasks and bugs. In a distributed team setting, these two tools were an excellent means of preserving transparency. We also used video conferencing software like Webex and Skype to conduct our daily standups remotely. These instruments offer a substitute for conventional information radiators. They offer an easily navigable, real-time visual depiction of the project and its activities.

**Review and Retrospective: Evaluating Agile Process**

Agile was implemented in this project, and I believe it had some advantages as well as disadvantages. It was also challenging to forecast the SNHU Travel initiative. The project can quickly get behind schedule and over budget if the scope is not managed. Given that customer needs can change at any time in an Agile project, scope expansion is practically a given. One benefit of this unpredictability is that, even though requirements might change, the product's quality rises along with stakeholder satisfaction and involvement.

All things considered, I believe that the SNHU Travel project made a wise decision in implementing Agile since it provided more flexibility and transparency. Additionally, there was less chance that we would have overlooked a crucial client requirement. Ultimately, a high-caliber product was delivered, meeting the needs of the customer and the development team.

To sum up, project management teams are starting to embrace Agile. But not every project is made equal. Prior to committing to an Agile approach, it is crucial to understand the requirements. When incorporating Agile into any project, having access to essential resources can be beneficial as well. The advantages of delivering a high-caliber product that adds value, in my opinion, exceed the degree of uncertainty associated with Agile. Value-based products are essential for both customer retention and organizational stability.

References

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile: Principles and Practices for an Adaptive Approach*. Wiley.