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Module Seven – Final Project Paper  
“Sprint Review and Retrospective”

The Southern New Hampshire University Travel Project is made up of a scrum-agile team. This team includes a product owner, a scrum master, a developer, and a tester. During the course of the SNHU travel project, each role was fundamental and some even went above and beyond. The SNHU Product owner was in attendance at every scrum meeting to ensure the consumer wants were being upheld. Not only did this help create an environment where everyone is expected to be present, but also creates an opportunity to clear up any questions that a member of the team might have. The scrum master used time-management and a “can-do” attitude to keep the rest of the scrum team on track to complete the project sprint goals. With proper backing from the product owner and the rest of the development team, the scrum master was successful in completing the duties required to complete the SNHU Travel Project on time. Tester, while they might get over-looked did an excellent job when it came to user stories and test cases which was ultimately the deciding factor in how the functions and layout worked for the project.

The user-stories for the SNHU Travel Project were based off findings from a focus group that was held to determine what the top travel agencies consumers wanted and used. This lead to the creation of multiple user stories that later would mark how the SNHU Travel project came to life. During our focus group, we found that users wanted the top destination list to be customized to them, only to show destinations or vacations that would be relevant to them. This particular user story resonated with each member of the focus group so the agile-scrum team knew that it would take top priority. Later on in the SNHU project, it was deemed some user stories needed to be changed and updated to work on the new framework, Luckily as a scrum-agile team they were able to adjust and adapt to the situation and came up with a solution that worked for everyone.

Unlike a waterfall SDLC approach, the scrum agile approach made it much easier to deal with things that came up during development. Such as user stories being changed to accommodate a new framework and overall new design for the application. With a waterfall approach the entire project would have had to been scratched and completely redone, thankfully since the development team used a scrum-agile approach it was a simple turn in direction and the flow of development was pretty much untouched.

During the process of development, there were times that I needed to reach out to fellow members of the scrum team. I mainly used email as it is a professional but also an organized way of communication when it comes to product deliverables or questions. When the framework got changed and no-longer matched the user-stories I had to use email to ask for what was needed to complete the task and maintain the flow of development. The tool of email has helped create an outlet to ask for help or clear up any question marks a member of the team may have without having to physically track someone down.

As an agile-scrum team, we began development with a focus group as part of our sprint planning stage. This allowed us to gather as much information as possible to ideally target our website and design towards the needs and wants of the consumer. On top of additional research that has been done by the SNHU product owners, the development moves into the sprint phase. During this phase nothing can be changed or added, it allows the team to focus on the tasks at hand and deliver a solid product. During daily scrum meetings the scrum master and product owner can gauge where the development process is at and decided what to do next during the sprint review in preparations for the next sprint. This is where the new framework came into play for our project. Luckily being an agile-scrum team we were able to adjust and conquer our sprint goals.  
 The overall effectiveness of the SNHU Travel Project was accomplished by using a scrum-agile approach. Having clear cut role is a big plus, as everyone can fill their role and focus on their goals at hand without concern from other assignments or roles. One con is the inability for a development to be set in stone, with the scrum-agile approach a product owner can change the entire direction of a project without much say from anyone else. While the product owner usually is flipping the bill, this can be detrimental to a development cycle if there isn’t more than one person making those big decisions. Another pro of using the scrum-agile approach is being able to change direction without it effecting the entire project. Overall, the SNHU Travel Project was a success because it was on-time and on-target; it used the scrum-agile methodology and it was the best approach for this project.