Sprint Review and Retrospective

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The success of the SNHU Travel project was due to the collaboration between the three core roles on the Agile team working together. These roles are the Scrum Master, Product Owner, and Development team. The Scrum Master handles the daily scrum meetings and makes sure the dev team is doing okay and able to function on their own. The Product Owner creates user stories based on what the perceived userbase and business owners want. These user stories are used to guide the development team. The development team is who actually makes the product. They are split into groups based on the size of the project and work in short sprints implementing the user stories and clearing the backlog which are user stories pushed to the side to prioritize other features.

During the SNHU Travel Project the Scrum Master was needed to step up and help the development team and the product owner many times. They were there for the initial planning stages of the project along with the product owner and the client. Once they heard the initial proposal they immediately thought about putting together a team that would work best for the project. They then began creating a team charter and scheduling scrum events. When the project suddenly shifted focus they were the first to show displeasure for the team because of the unexpectedness of the change.

The product owner was essential during the project due to their effectiveness in making proper user stories and a well-made backlog. They did this by meeting directly with the users of the application from a early point. Lots of the users expressed an interest in having the website more tailored to them so that they could skip all the time consuming searches and start booking

things that they wanted. The product owner was able to digest this information into multiple user stories and then take feedback from the dev team to create a good backlog. When the requirements for the project ended up shifting unexpectedly they continued showing expertise in their job by quickly alerting the scrum master and updating the product backlog.

The dev team for the SNHU Travel Project was very effective during the creation of the app. This was due to them including a tester in the team. They created multiple test cases for the user stories provided by the product owner. These guided the rest of the dev team towards making a product desirable by the client and the users.

During the SDLC or software development lifecycle the Scrum-agile approach was used. This approach favors small "sprints" which are phases of planning, development, testing, deployment, and then a review at the end of the sprint. It also favors daily scrum meetings to make sure the team is on track to fufill the user story for that sprint and review the product backlog. During the project there were multiple user stories that had been created by the project owner. The team cannot focus on all these at once and within the agile approach you don't. During the initial scrum meeting it was decided that using separating the user stories by perceived importance and difficulty using the tshirt method for how big the user story was and then determining prioritization through a number method.

There came a time in the project when there was an abrupt change of direction in regards to the user stories. Despite the team already being in a sprint and having accomplished a great deal it came to the product owners attention that the users were interested in changing the theme of the website. This meant that the development team needed to backtrack and re do a lot of work that had already been done. However, since the team was operating off of agile principles they were able to hold a meeting with the product owner who already had new user stories ready

for them. It took no time at all for them to shift focus to the new theme of the website. The product owner simply reorganized the product backlog and presented the new user stories for the next sprint. In a waterfall approach the team would not have been able to swap so fast because they may have already moved on to testing the entire app.

I assumed the role of product owner within the team at one point and needed to communicate the importance of communication itself. I said "My office is always open to someone from the team. I cannot properly gauge the speed at which a great product is being made if my developers feel as though Im someone who cant be talked to. As such one of the most important agile practices Ill be looking forward to are the team meetings." As a product Owner it is important to know how your team is doing and understanding the project even more than it is for the user to know exactly what they want. If there is a miscommunication within the development process and the devs feel as though they cant talk to me then they can end up making an entirely incorrect product. I promoted community and communication here because as a Product Owner I am the voice between the developers and the users/ business owners.

Two of the best Scrum organizational tools the team was able to use while working on the product were the user stories and the product backlog. They are more than a blueprint for any team working within agile. They are a guide and without effective management of them a team could easily get lost on a side piece that isn't needed. They are generally looked at during the sprint review at the end and the initial planning stage at the beginning of the sprint but the product owner is a conductor of sorts and can change and update them as needed. Their use fits in perfectly with some of the key principles of agile such as reflection and adjustment. Along with 3 other principles which were "satisfy the customer", "welcome

changing requirements", and "working together" the team was able to overcome most challenges and deliver a product everyone was pleased with.

Looking at the Scrum-agile approach and its effectiveness with the Travel Project Id say it was one hundred percent necessary. The pros which include being able to change focus when necessary, always having a shippable product, and promoting team interaction helped immensely. As far as cons go I can see miscommunication issues being frequent within a team that has no real coordination. It can also be possible to get lost in development because there isn't really time to constantly review the long term plan. However, for a website that already exists and just wants improvements Scrum-agile is best. The website cant afford to go down and customer interests change frequently. This makes scrum agile a perfect fit for the SNHU Travel Project.