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Sprint Review and Retrospective

The different roles on my Scrum-agile Team each were valuable and contributed well to the success of the SNHU Travel project. As the Scrum Master, I was responsible for the product development. I developed an agile team charter to help my team be more effective. In the beginning, the Scrum Master met with the Product Owner and the client to hear their goal of creating a niche booking vacation system. The Scrum Master decides what the next steps are to create the agile team and charter. When the Product Owner decided to make changes to the SNHU Travel project, the Scrum Master asked important questions for the team. The Scrum Master asked if the team was still on the same schedule or if the deadlines would be moved back because of the shift in content. The Scrum Master uses their resources to help the team work smoothly through the project. At the end of the project, the Scrum Master is responsible for creating the Sprint Review and Retrospective.

As the Product Owner, I was responsible for developing and maintaining a product vision and market strategy. In the beginning, the Product Owner met with the Client and the Scrum Master. The Product Owner asks what the client they are hoping to achieve and discusses it with the Scrum Master. The Product Owner then starts creating and prioritizing the Product Backlog. In the SNHU Travel Project, the Scrum Master held a focus group to ask some of their customers to give input into the new products and booking tool. The Product Owner uses the feedback to put together new features for the booking system. The Product Owner works closely with the Testers to ensure the test cases evaluate the needs outlined by the user stories. After the Testers finish the initial test cases, the Product Owner reviewed them and sent feedback for the Testers to revise. The Product Owner also meets with the product management and tells the team of any changes they need to make to the development. In the SNHU Travel project, the Product Owner tells the team that they need to focus on wellness and detox vacations. The Product Owner also answers any of the teams’ questions about the changes and deprioritizes other stories in the Product Backlog so that they can focus on the product.

As a Developer, I was a part of a development team committed to achieving the Sprint Goal and delivering a high-quality increment. The Developers receive feedback and Product Backlog from the Product Owner to create. The Developers participate in daily Scrum Meetings with the Scrum Master to help each other smoothly develop the project. In the SNHU Travel project, the Product Owner held a meeting discussing some changes the product management wanted to implement. The Developer says they will take a look at where the features are and will get back to the Product owner about what will be possible.

As a Tester, I tested developers features and made sure they worked correctly with no bugs. I created initial and revised test cases for the features. I worked closely with the Product Owner to ensure the test cases evaluated the needs outlined by the user stories. In the SNHU Travel project, when the Product Owner brought up changes to made to the product the Tester updated their test cases.

Using a Scrum-agile approach, each user story came to completion. I was able to use the Product Backlog to prioritize each user story and rank them based on the size of the project. I used each User Story and created a User Story Value Statement and Acceptance Criteria. The User Story Value Statement stated what a specific user wanted to do to achieve some goal. Using the agile approach, I was able to communicate with the clients of their request with the website. Using the Scrum-agile approach was a big benefit to the user stories and successfully guided them to completion. If I was using the waterfall method, I would have just created features on my own.

Using agile development, the Product Owner was able to meet with customers and clients for them to give feedback. When the product management decided to focus on detox/wellness travel, the Product Owner needed to present it to the team. The Product Owner was then able to present this feedback to the Scrum Master, Developer, and Tester. The Tester changed their test cases to accommodate the new product goal. The Product Owner deprioritized other stories in the Product Backlog so that the team could focus on this new product. The Developer took a look at the features they currently had and decided what would be possible. The Scrum Master questioned the deadlines to the project. Since this project used the Scrum-agile approach, the team was able to implement the new wellness/detox travel features to the booking website and stay within the original deadline.

The main ways I communicated with my team were through email and Daily Scrum meetings. In the Scrum Meetings, each Developer discussed what they worked on yesterday, what they are working on today, and if the had any blocks. The Scrum Master helped guide these meetings to keep everyone talking and discussing new ideas. The Scrum Meetings were extremely effective and ensured all team members collaborated. When the Scrum Meetings were not in session, the team used email to communicate. Emailing provided quick solutions to questions that were not brought up in the Scrum Meeting. This helped the team keep working through a block even before the next Scrum Meeting.

There are many great Scrum principles that helped my team be successful. Scrum is self-organization, cross-functional, and highly productive teams. Scrum offers values that the team can use to learn through discovery, collaboration, and experimentation. We used these principles developing the user stories. The team used collaboration and experimentation with the help of feedback from the clients to help complete the user stories. The Developers use collaboration and self-organization to complete their work.

The Scrum-agile approach was extremely effective for the SNHU Travel project. One advantage is the self-organization, cross-functional, and highly productive teams. The Developers are able to work on projects by themselves or with other developers and report back in daily meetings. Another advantage is the customer collaboration. With agile the team no longer needs to wait until they are done to include customer or client feedback. One disadvantage of the Scrum-agile approach is it requires experienced team members. Scrum team members need to have experience and skills to quickly and successfully perform their own tasks. Everyone on the team needs to be focused and provide useful feedback to each other. Another disadvantage is the Scrum-agile approach might be difficult to implement. Switching from waterfall to agile is a huge change and it might mess with some of the team’s mentality or be too big of a change to fast. Overall, I think the Scrum-agile approach is the best approach for the SNHU Travel project. In this project the team needed to use customer and client collaboration to successfully complete the project. If the team was still using the waterfall method, the wellness/detox travel change would not have gone into effect on time.