Module 7 Final Project

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**Sprint Review and Retrospective**

To incorporate Agile principles at ChadaTech for the SNHU Travel project, each role needs to be understood on how it will contribute to the project’s success.

**Applying Roles**

The Product Owner’s job is to make sure the client's vision is clearly translated into actionable user stories. The Product Owner acts as the bridge between the client’s vision and the development team. Their role is to translate high-level ideas into achievable goals. The Product owner is also responsible for prioritizing the backlog and working with focus groups. At the beginning of the SNHU travel project, the Product owner and Scrum Master met with the client and made sure they understood her need to expand the SNHU Travel customer base by getting into trendy niche vacation packages.

The Scrum Master’s job is to facilitate the daily stand-ups making sure there is clear communication among team members, they must remove obstacles to keep projects flowing, make sure that problems are addressed, and make sure the teams reach their goals in a timely manner. For the SNHU Travel project the Scrum Master was responsible for assembling a team to include a tester, a developer, and a Product Owner. The Scrum Master for the SNHU travel project was also responsible for creating an agile team charter, and scheduling scrum events. These events include Sprint Planning, Daily Scrum, Sprint Review, Retrospective, and Backlog Refinement.

The Development Team is made up of developers, testers, and designers. They work together on each sprint, and make sure that all tasks are completed effectively and efficiently. The Agile tester’s role is to create quality software. Their duties include collaborating with the product owner and stakeholders to clarify user stories and acceptance criteria, as well as creating and executing test cases covering functional and non-functional requirements. Designers on the team have four main jobs: coming up with ideas, designing the product, helping out with design, and checking if the design is good. Agile software developers are responsible for sustainable development. This will help them estimate things accurately, organize code well, test to make sure the code is good, and get better feedback from users.

**Completing User Stories**

In an Agile environment team members understand that requirements evolve. User stories remain flexible, allowing adjustments based on changing priorities or market needs. Collaboration is needed among teams. User stories act like a shared language, making sure everyone is on the same page and working towards the same goals. In Module 3 the Product Owner held a focus group to find out what the users wanted from the website. The user stories were placed on the Product Backlog. During the sprint planning, the user stories were broken down into smaller tasks, which made them more manageable. For our SNHU Travel project the users wanted top destinations to show up with a limit of 10, they wanted an update according to previous travel, a selection by location and by mode of travel. User stories help to add more bits of functionality with each step. We can break down user stories into smaller tasks, and then work on just a few features. This helps us get feedback early on from the people who need it, like customers.

**Handling Interruptions**

Using the Agile approach gives a project the ability to handle interruptions and adapt to changes in direction. During our project, there was a change in direction according to the user stories. Although this was not part of the initial plan, the Agile framework allowed us to accommodate this request. We reprioritized the backlog during the sprint review meeting and added this feature to the next sprint. This flexibility made sure that we met the client's evolving needs without derailing the entire project.

**Communication**

Agile encourages teamwork, open conversations, and clear communication. This means that everyone understands their responsibilities and what the project goals are. It helps team members understand each other better, so there are fewer misunderstandings. Good communication also helps us come up with new ideas quickly, make decisions fast, and adjust to changes easily. It creates an atmosphere where we trust each other and work well together. Even when unexpected things happen, we're all informed because of our good communication. For our SNHU travel project we used daily stand-up meetings to discuss progress and come up with ways to solve problems together. Additional ways we could communicate include tools like Slack and Jira to make sure that all team members are on the same page. These tools help us collaborate better and know what's happening with the project at all times.

**Organizational Tools**

Several organizational tools and Agile principles helped in our project's success. We used Jira for task management and sprint tracking. This tool provided a clear visual representation of our progress through the Kanban board. The Scrum events, such as sprint planning, daily stand-ups, sprint review, and retrospective, were a way that helped to stay on track and improve our processes. These tools help us plan our work, see what tasks are most important, and make sure everyone knows what they're supposed to be doing. During our planning meetings, we use these tools to decide what tasks to tackle first and how long they'll take. Then, throughout the project, we use them to check our progress and see if we're on track. By using these tools well, we can work better as a team and keep getting better at what we do.

**Evaluating Agile Process**

The Scrum-Agile approach had several pros and cons during the SNHU Travel project. On the positive side, it provided flexibility, improved collaboration, and allowed for continuous delivery of working software. It let us change things quickly to match what SNHU Travel customers and stakeholders needed. Plus, we could work on the project bit by bit, getting feedback from users along the way. This meant we could make sure the product was what SNHU Travel wanted and that it worked well. Another good thing about Agile was how it helped us all work together and talk openly. We could talk about what we were doing every day and share ideas easily. This meant everyone knew what was happening and could work together smoothly.

But there were some challenges too. Using Agile takes up a lot of time and resources. We had to spend time planning what we were going to do each day and have meetings all the time. Plus, it took some time for everyone to get used to how Agile works, so things were a bit slow at first. Also, while Agile is flexible, sometimes it can be a bit too structured. We had to stick to certain rules, like how long our work periods were and who did what. This could be a bit tricky, especially when things were changing all the time. But it also took up a lot of time and needed some getting used to. In the end, though, it helped us deliver what SNHU Travel wanted, which is what matters most.

Overall, the Agile approach worked really well for the SNHU Travel project. It helped us adapt to changes and work together smoothly, and everyone working together meant we could come up with new ideas and work efficiently. Since the project was always changing and needed lots of updates, Agile was the best approach for this project.