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CS-250

Sprint Review and Retrospective

As Scrum Master, it was my responsibility to facilitate effective team communication and push the sprint in the right path. The daily meetings with the team was one of the most beneficial activities as it gave everyone the opportunity to voice their concerns about issues and objections and share their successes and accomplishments. Initially, it was hard to keep the team from having open arguments, but as the sprint progressed and the team got closer to the goal, everyone became more comfortable connecting with the group and sharing ideas, frustrations and excitement. I was. The central scrum board is open to all valid communication except meetings. The team also used tools to track progress remotely.

The product owner was successful in achieving their objective of learning more about the needs of our customers through numerous focus groups and meetings. Together with the rest of the team, the product owner reviewed features as they were being developed, and we all discussed what could be done better and what worked well. It was occasionally required to alter the characteristics in response to new trends and altering goals. The product owner and developers subsequently met in person to go over these modifications. The change from a website that provided general travel information to one that focused on health retreats and vacations was one such move. This update was first discussed with potential users, and the product owner then came back with a list of items they would want to see added.

To create a piece of software with the best solution, the development team put in a lot of effort. They were able to finish all of the product owner's requests throughout the sprint by cooperating closely with the Testing team. The developers were able to find problems with the software and enhance the code as a result of the testers input. The Developer team assisted the Testers by developing test cases for each new feature, and they changed the features' intended results as user stories were updated to take into account the new requirements for wellness vacations. At the end of the sprint, the developer team gave the product owner a usable product.

The Travel project user story was successfully completed using the Scrum Agile software development methodology. The role of the Scrum Agile team contributed significantly to the success of the travel project by collaborating on completing the user stories. The success of the Travel project proved the effectiveness of the Scrum Agile software development approach.

The SNHU Travel project used the Scrum-agile technique, and it was successful. We were able to deliver the client with an excellent product and complete the development process fast and effectively. We were able to complete the project development process fast and efficiently thanks to the Scrum-agile approach. Giving the consumer a top-notch product was a success.

There are advantages and disadvantages to the Scrum-agile technique. Its capacity to be applied in a variety of situations is just one of the method's many advantages. Additionally, the idea is extremely flexible, which can help create a more strong workplace environment.

A high learning curve and potential trouble getting started are only two of the numerous downsides of the Scrum-agile technique. Furthermore, the method might not be appropriate for every project. The Scrum-agile methodology generated the best results for the SNHU Travel development project. The team was able to change the project more easily and communicate more effectively as a result of this method. A more uniform working culture was another outcome of the Scrum-agile approach.

Some of the positive characteristics were that we can change directions more easily. Possibility of receiving feedback earlier given that the software is functional at the end of the sprint Software is more suitable for purpose and useful yet more frequent feedback may result in changes. Some Of the negative effects are the team prevented acceptance of the agile-Scrum transformation, which is still in its early stages. To stay on track, close relationships with key stakeholders and visionaries are necessary. Clients aren't always easily accessible when they're needed.

Since the project is constantly evolving with each phase, adjustments are unavoidable, but thanks to the Agile methodology, team members can quickly adjust to the new situation. For instance, the client asked SNHU Travel to change its focus to a vacation package for detoxification near the end of the testing process. Because the Agile methodology promotes change, the developer and tester can immediately communicate with the customer and product owner to discuss any alterations or new paths for the creation of the ideal product. In contrast, the waterfall method calls for a return to the planning stage after each step. The main objectives of this strategy are, generally speaking, to satisfy customers.