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Sprint Review and Retrospective

**Demonstrate how the various roles on your Scrum-agile team specifically contributed to the success of the SNHU Travel project.**

It is the responsibility of the Scrum Master to ensure that Agile principles are upheld throughout the development process by providing proper coaching to the Scrum team when required. An example of this is when the daily scrum meeting is being held, the team needs to stay on topic and within the allotted time box allowed for the meeting (This example was displayed in an earlier module in the video: Daily Scrum (Scrum Training Series) . Should the team get off topic, the Scrum Master can suggest that the topic be added to a sidebar list that can be addressed later after the initial stand-up meeting has concluded.

The Product Owner is responsible for communicating the needs and requirements of the client and upper management within the team’s organization. In our SNHU Travel project, the Product Owner had the initial interview with the client to garner information on what types of functional requirements they would like their application to have. In doing so, the Product Owner (Christy in this example) was able to write specific user stories based around these given requirements, and the was able to convert these stories into a hierarchical product backlog that could be presented to the Scrum Master and Development team.

The Tester will be responsible for producing clear pass or fail test cases based on the requirements defined by the user stories written by the Product Owner while maintaining uniform data points (i.e., story name, id number, and size). This practice was displayed when the Tester (Brian) was required to write test steps based on the user stories for SNHU Travel, in which he listed inputs needed to be tested and their expected results.

The Developer will be responsible for creating the functionality of the project written in the user stories and then check for completion by utilizing the test cases. This is shown in the SNHU Travel project when the team had to create the executable application that met the requirements described in the user stories. Nicky (Developer) wrote a java application that displayed the Top Five Destinations in a slideshow format in which each image was accompanied by a name and description for the corresponding destination.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.**

The Scrum-agile approach to SDLC helped each of the user stories for the SNHU travel project come to completion by, first, Christy (Product Owner) taking each of the stories and assigning them with an id number, priority index, and size designation. Brian (Tester) then took those stories and wrote a list of test steps which included user inputs with corresponding expected results based on the acceptance criteria laid out by Christy in the user story details. This allowed Nicky (Developer) to create the layout and functionality of the Java application with clear pass/fail test cases to gauge the level of completion in regards to each user story.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.**

The agile approach displayed how dynamic it can be in the SNHU Travel project when there was a shift in project requirements made by the client to a focus on detox and wellness. Because the Product Owner (Christy) maintained regular correspondence with the client, she was able to adjust the user stories and then relay the changes to the development team. The development team was then able to adapt the project to the new requirements after asking appropriate questions of the Product Owner in relation to the client’s new vision for the final product.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication.**

Effective communication was shown in the SNHU Travel project when the client decided that they would like to change the goals of the app from being based around top travel to destinations with a focus on detox and wellness. Christy (Product Owner) relayed the new changes to the team, and then Brian (Tester) and Nicky (Developer) asked specific questions in relation to the new requirements that correlated with the goal shift. Because of the constant communication between the team members and the client, the changes were successfully implemented to the project without having to take an abundance of extra time to do so.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.**

In our team discussion board, we established that we would utilize Azure Boards (formally Microsoft TFS) as our agile communication and coordination tool, because it allows for access to team goals and progress by all members of the team. Being that it is an online resource, the team members can access it from anywhere and make updates to the progress and completion of current and future iteration goals (learn.microsoft, 2022). Another tool that will be essential to parallel a good online tool will be the daily scrum. This short timeboxed meeting gives everyone an opportunity to express what they accomplished the day before, what they plan to do today, and what obstacles might impede their progress from accomplishing goals. After the completion of the sprint, the sprint retrospective is an important reflection on what was accomplished, what went poorly, and how efficiency can be improved for future sprints (Schwaber and Southerland, 2020).

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.**

The Scrum-agile approach was highly effective in the completion of the SNHU travel project because of the high levels of adaptability, communication, and collaboration that come along with it. Specifics examples include the use of the client interview to establish user stories for the final functionality requirements, constant communication between the agile team members and with the client, and the dynamicness of the team when changes to the projects are implemented well into the development of the application. However, there are some potential fall backs to the Scrum-agile approach that may include difficult estimations of goal completion due to lack of an extensive planning phase prior to development, a possible lack of documentation to accompany the project throughout out its development and completion, and workload imbalances within and across agile teams if a team or team member aren’t as committed to the project as everyone else (Cobb, 2015). Agile is absolutely the right choice for a project of SNHU Travel’s size because there are few moving parts and it is easy to communicate with the client. However, in a large scale project across multiple Scrum teams, it can become quite difficult to implement agile effectively without proper coaching and top down dedication to the methodology.

References:

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