Foster Hare

CS 250

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Final Project: Sprint Review and Retrospective

### **Applying Roles**

In a Scrum-Agile team, roles are clearly defined, and each contributes to the project's success. For instance, during the SNHU Travel project, the Product Owner would play a crucial role in defining the project’s vision and ensuring that the development team understands the priorities. They would maintain the product backlog, constantly refining it to reflect changing requirements and priorities. This clarity allowed the development team to focus on delivering the highest value features first, leading to incremental success throughout the project.

The Scrum Master, on the other hand, facilitates communication and removes obstacles that could hinder progress. An example of this could be when a team faces a technical challenge with integrating an API. The Scrum Master can quickly arrange for a technical expert to join a sprint planning session, which leads to a solution being implemented without significant delays. This proactive approach is essential to keeping the project on track.

The development team members are responsible for turning user stories into functional software. Each member's expertise, whether in front-end development, back-end integration, or quality assurance, contributes to the overall success. For example, one developer may specialize in user interface design, ensuring that the travel booking system was not only functional but also user-friendly. This specialization within the team allows for a high-quality product that meets both functional and aesthetic requirements.

### **Completing User Stories**

The Scrum-Agile approach is instrumental in completing user stories during the SNHU Travel project. The iterative nature of Scrum allows the team to focus on one set of user stories at a time, delivering working software at the end of each sprint. For instance, in one sprint, the user stories may have focused on the search functionality for travel destinations. The team would collaborate to define what being “completed” may mean for these stories, including criteria such as the ability to filter results by price and rating. By the end of the sprint, this functionality would not only complete but also be tested and ready for demonstration.

The use of daily stand-ups helps keep the team aligned, allowing them to discuss progress and any impediments in real time. For instance, a developer might identify a potential issue with the search algorithm that could affect performance. The team would discuss this in the stand-up, and a decision would be made to address it immediately. This quick turnaround would only be possible because of the agile practices that encouraged continuous communication and iterative development.

### **Handling Interruptions**

The SNHU Travel project could have faced an unexpected interruption when the client decided to change the scope midway through development. For instance initially, the focus was on providing a booking system for hotels, but the client then requested that the system also include flight booking capabilities. The Scrum-Agile approach allowed the team to pivot quickly and efficiently.

During the sprint review, the Product Owner would communicate the change in priorities. The team would hold a sprint planning session to re-evaluate the backlog, reprioritize user stories, and adjust the sprint goals. By breaking down the new requirements into manageable user stories, the team would be able to incorporate the new functionality without derailing the entire project. The flexibility inherent in the Scrum-Agile methodology is critical in adapting to this change, allowing the project to be completed successfully despite the significant shift in direction.

### **Communication**

Effective communication is a cornerstone of the Scrum-Agile methodology. Throughout the SNHU Travel project, clear and consistent communication could be maintained through various channels. For example, during sprint planning meetings, using concise and clear language to articulate the goals for each sprint. This ensures that all team members understand their tasks and the overall objectives.

Another example could be the use of Slack for quick updates and questions between team members. For instance, when a developer encountered a bug that was blocking progress, they posted the issue in the project’s Slack channel. Within minutes, another team member could suggest a solution, which could be implemented, allowing the work to continue without delay. Instant communication is highly effective because it provides a platform for real-time problem-solving, which could keep the project moving forward.

Furthermore, during sprint retrospectives, encouraging open and honest feedback. For example, one sprint where the team struggled to meet the sprint goal, a discussion could be facilitated to identify the root causes. The team would then collectively decide to adjust our approach to time estimation, which improves the ability to meet future sprint goals. This collaborative environment fostered by effective communication led to continuous improvement throughout the project.

### **Organizational Tools**

The use of organizational tools and Scrum-Agile principles is vital to the success of the SNHU Travel project. Jira is a great primary tool for managing the backlog, tracking progress, and ensuring transparency. Each user story can be tracked in Jira, with clear acceptance criteria and tasks assigned to team members. The ability to visualize the sprint backlog and monitor progress through the sprint board helps keep everyone aligned and accountable.

Scrum events such as sprint planning, daily stand-ups, sprint reviews, and retrospectives are crucial in maintaining a project's momentum. For instance, sprint retrospectives are particularly effective in identifying areas for improvement. After each sprint, you should discuss what went well, what didn’t, and how the team could improve. This iterative approach to team improvement directly contributes to the overall success of the project.

### **Evaluating Agile Process**

One of the significant advantages of the agile process during the SNHU Travel Project was the ability to adapt to changes in the project scope, as demonstrated when the client requested additional features.

The main drawbacks presented with the Agile process is time management, as without a clear concise plan similar to the Waterfall process, time can get lost and pieces of the puzzle can take longer than the time allotted to be completed. This can have a detrimental effect on the end product if not addressed in the proper window of time.

Despite these challenges, the Scrum-Agile approach is indeed the best approach for the SNHU Travel project. The need for continuous delivery of working software, the ability to respond to changing requirements, and the emphasis on collaboration makes Scrum an ideal fit. The project’s success in meeting its objectives, despite interruptions and changes in scope, is a testament to the effectiveness of the Scrum-Agile methodology.

**Sources**

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