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Sprint Review and Retrospective

As I completed various assignments regarding the SNHU Travel, I experienced various roles of the Scrum team. The scrum team decided to drastically change the development approach to the SNHU Travel project. The change consisted of switching from a waterfall approach to an Agile approach to efficiently complete the project. The Agile approach would allow the team to be more flexible and open to new implementations and correcting errors. I will analyze how the new Agile approach affected the development process of the SNHU Travel project.

As a Scrum Master, it is important to guide, assist, and coach the Scrum team and product owner. While being a Scrum Master, I developed a plan to contribute to the success of the project. The plan to execute the various Scrum events is below:

* Sprint Planning: Before the beginning of each sprint, I will plan for the objectives in the next sprint, and the last sprint, and go over backlogs.
* Daily Scrums: The Daily Scrums would be a short meeting at the beginning of the day to discuss the progress of yesterday, goals for today, and solutions to any roadblocks.
* Backlog Refinement: The Backlog Refinement will take the current backlogs from previous sprints and determine how to resolve the backlogs.
* Sprint Review: The Sprint Review will be held towards the end of the sprint to showcase what the team has accomplished. The team will be able to discuss new ideas and features.
* Sprint Retrospective: The Sprint Retrospective will take place in scrum meetings and will discuss the sprint and how to make them more productive in the future.

These Scrum events helped the team communicate and function more effectively. It allowed for the product owner and the team to be informed about each other’s progress. Additionally, the team agreed to implement an affinity grouping technique. This technique helps provide a time estimation of the various implementations in the project. The team sorted these implementations by their respective size and helped determine a plan. The team was better able to gauge the team requirements and was able to work more effectively. As a Scrum Master, I was able to help my team be organized and ensure they were on the correct path in completing the SNHU Travel project.

As an individual on the development team, it was important to work efficiently and effectively with other parts of the team. As a developer, it is important for me to have clear and concise communication with my team. I needed to have frequent communication with the Product Owner in order to prioritize implementations and understand deadlines. Once more information come from the Product Owner and focus group, I had to structure my code to fit the needs of their wants/needs. I also was a tester for the development team. I had to work closely with the developers to ensure I was testing the accurate implementations and their desired output. Communication became essential between the developers and me. The developers and the tester are hands-on with the project and are a big part of the success of the application.

As a Product Owner, it is important to have clear and concise communication with the team. I have to be able to rely on information between the client and the development team. I conducted focus groups and relayed their desired implementations to the development team. The users’ stories were also added to the Product Backlog. As the Product Owner, I had to specify the desired requirements for the project. These requirements were discussed by both the focus group and the client. The Product Owner helped identify the requirements the client and focus group wanted, which led to a more desired and functional product.

A Scrum-agile approach to the SDLC helped each of the user stories come to completion due to its ability to adapt to change. An agile approach is non-linear and is beneficial when changes need to be implemented. The user stories discussed the implementations they would want in the project and the Agile approach allowed the team to make changes. The flexibility of a Scrum-agile approach allowed for each of the users’ stories to come to completion by developing a plan that would allow the time needed for these implementations.

The Scrum-agile approach also supported project completion when the project was interrupted and changed direction due to its flexibility. Changes to the project were discussed throughout the software development life cycle. In particular, a decision was made to switch the SHNU Travel project to prioritize detox/wellness vacations. This decision was passed throughout the team and everyone was able to devise a plan to accommodate this change. Without an Agile approach this drastic of a change would not be accounted for. The Agile approach can accommodate for this change and allow the project to continue is progression.

It is important to communicate effectively with the team throughout the software development life cycle. Over the course of the project I had to send several emails to ensure the team was on the same page. As a Scrum Master I had to send an email to the Product Owner and Tester to discuss what I was wanting from both. The email for context is listed below:

*Dear Product Owner and Tester,*

*I want to ensure we are all on the same page. In regard to the Product Owner, I request you to be fully transparent and accurately state the details of the customer’s wants and needs. Please provide us with the deadlines for the product and any additional important dates. When applicable, prioritize the requested implementations regarding needs and/or deadlines. Finally, provide honest and accurate feedback on the deliverables. Regarding the Tester, I request you provide an accurate and detailed document that states the invalid outputs and the action that caused them. I look forward to hearing your honest feedback.*

*Respectfully,*

*Brent Longstreet*

This email addresses both the Product Owner and Tester in a respectful manner. I used a positive tone to ensure they knew the intention of the email was positive. I specified what I would like from each role and ended the email in hopes of receiving feedback from both.

An agile project-management tool that can help coordinate and increase efficiency within the team is Azure Boards. It is Microsoft software that helps the team manage their applications. The software is easy to use and user-friendly, so every part of the team can utilize it. Additionally, the software allows for the team to communicate more effectively by having built-in features that promote/allow the team to share and express ideas. Azure Boards also has features that will allow the team to create Sprint and Product Backlog.

The Scrum-Agile approach presented some pros and cons during the project. The project was very unpredictable and always changing. The client and focus group brought up new implementations that would require a change of direction in terms of the development process. The flexibility of the Agile approach allowed the team to accommodate for these changes while continuing their progress. As great as the flexibility an Agile approach offers, it can also have negative results. An Agile approach came sometimes be unpredictable which can hinder the progression of the project. Agile projects occasionally get off track. This can result in a waste of resources/time and could end up scrapping the project. The SNHU Travel project was always changing and had a feeling of unpredictability. However, the Agile approach managed to allow the team to assist in the changes that were presented by the client and focus group.

Throughout this course I had the opportunity to see the potential of an Agile approach to the software development cycle of a project. I believe the Agile approach was the best approach for the SNHU Travel development project. This is due to the approach’s flexibility. A flexible approach was essential for the constant changes the project endured. The Agile approach was a key success to the project and its pros far outweighed the cons.