Sprint Review and Retrospective

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Every single role on the Scrum-agile Team played a very important role in the success of the SNHU Travel project. They all contributed to the good end of the product. Specifically in my team, I, as, the Scrum Master empowered the team to be a leader on their own, to be self-managed, motivated, and adaptable through facilitation of the Scrum Events. During the sprint planning, I help the team in understanding and estimating the amount of effort required to reach the sprint goal and to be more confident in their ability to put in that effort. I ensured this by handling and leading the discussions the during sprint planning which focused on creating a sprint goal and the requirements in place to reach that goal. When it comes to the daily scrum meetings, I have allowed the developers to structure the meetings as they liked to involve them more in the process so the discussions can be two ways and more feedbacks and interactions can result from this. This would increase their esteem and boost their leadership skills and make them feel more confident about their work. During the Daily Scrum, if any problems or concerns were discussed, it is going to be our immediate priority and will remain until fully addressed. For the sprint review, I made sure that all stakeholders understood the processes involved. As for the Sprint Retrospective, I made sure that feedback between team members was positive and well-directed at reaching the product goal.

The Product Owner like any member on the team was important. The Product Owner helped in engaging with users and stakeholders because they can give insight on their desires and needs that their product is required to have. Each user has a personal objective or feature that they want to be fulfilled by the product and by closely choosing a diverse and comprehensible number of users to engage with, one can anticipate the wants and needs of a broader group of users which ease the job of the product owner. Engaging with users and stakeholders reduces the amount of uncertainty of the product and increase customer satisfaction. Learning about the requirements allows the team to get a better understanding of the cost and the amount of effort required. The meetings the Product Owner held with our customer and users were vital for the good development of the user stories for the project. Without the user stories, the SNHU Travel project would have failed or at least would have not been successful.

The Developer helped the SNHU Travel Team accomplish their goals through the execution of the users’ stories which resulted in the possible final product and /or the incorporation of new features requested. Established good communications between the Developer and Product owner were essential and vital in implementing the revised versions of the user stories. The prompt and effective communication allowed us to deploy updates and revisions without changing the deadlines.

The tester was imperative for ensuring that the software produced by the developer met the requirements of the customer. And that all components of this software were ADA compliant and any other legal compliance applicable in the technical development part. The tester developed the initial test cases for the user stories and revised them as needed. They were prompt with resolving any confusion they had on acceptance criteria with the Product Owner.

The Scrum-agile approach allowed for more flexibility in defining the elements of each

user story. It also provided rooms for corrections and improvements. The Product Owner gave the team direct access to the customers allowing understanding of the users’ requirements and justifications for the whole team. The open communication between the Scrum-agile did not only help in the completion of each of the user stories, but also supported project completion when unexpected changes occur. As a concrete example, when the customer wanted the vacation packages to focus more on wellness/detox trips, being able to quickly communicate that to the team allowed the developers to request for updated user stories and test cases to ensure the software produced reached the customers’ expectation. Considering a Waterfall approach, this change would have more likely costed the allocation of resources such as time and money, but with agile, the team was able to deploy the change with no changes to the timeline.

This is an example of the effective communication that was necessary for the success of

the SNHU Travel project:

To: Christy (The Product Owner)

Subject: Updated user story Inquiry

Hi Christy,

I am reaching out to you today regarding the new vacation packages. It is not totally clear to what the clients’ expectations are, and the amount of work possible needed for the next sprint. Can you please provide us with an updated user story detailing the new wellness/detox specifications?

Regards,

Darkenley

In this instance, I, Darkenley, as the developer, am reaching out to the Product Owner, Christy, requesting an updated user story for the new specifications gave by the customer. This email was an effective form of communication, if at the time face-to-face communication was not possible. The developer does a good job at giving just enough information so that the Product Owner knows what they are requesting. By only including what is important, communication will go smoother, and expectations can be set.

The use of story points was effective for estimating the amount of work/effort needed for each user story during Sprint Planning. Based on the prior user stories, the team was able to

accurately estimate the amount of work and time for each story. During the Daily Scrum meeting, the use of a product management tool such as JIRA helped increase transparency, accountability, and communication (feedbacks). By just looking at the board, the team was able to determine what everyone was working on and could communicate with each other when working on related items.

Considering the pros and cons of the Scrum-agile approach, we can state that it was the best approach for the SNHU Travel project. The small team size that Scrum recommends allowed for the team to stay agile and was large enough to complete enough work to provide value each sprint. The flexibility that agile offers allowed the team to accept changes to user requirements and adjust our priorities to align with the needs of the customer like when we needed to change our packages options. Having the team manage itself through the support of the Scrum Master and Product Owner helped create a healthy environment where members felt motivated and creative. Agile also allowed for a quicker time to market. With having more time to spend on what needs done and not planning and documentation, the team was able to produce working software quickly. Although the Scrum-agile approach has many benefits, it is not a perfect framework. There is still room for improvement.

The only con of the Scrum-agile approach that delayed our progress was the changes to the requirements. When working with Scrum-agile, it is expected for changes to occur during the lifecycle of the project. Some may see this as a pro because it allows you to get more value out of your project, and consider the fact that Agile takes this in consideration. But when completely unprepared for changes, the end product can go wrong.