Sprint Review and Retrospective

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* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**. Be sure to use specific examples from your experiences.
  + **The product owner kicked things off for us by gathering the relevant information from the business**. This allowed for the planning process to take place so that we could get a simple road map for the development phase. After planning with the entire team, it was time to take this work to development. This is where we could finally start building the product. The development process did not come without more planning as requirements changed and vulnerabilities became apparent. Thanks to the testing team, we were able to make sure that our product was meeting all the requirements set during the planning phase. And as we completed work, it was thanks to the scrum master for incorporating sizing and incorporating the new work on the board which was gathered and organized by the product owner. Finally, as a part of the dev team, we were able to deploy our work to different environments so that it could be tested by the testers and ultimately released to the clients. Every single individual had a hand in delivering value during the entire process and it was this meaningful organization that allowed for a great product to be delivered to the client.
* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. Be sure to use specific examples from your experiences.
  + **Without the Scrum**-agile approach, there would not be any user stories created or completed. User stories starts with planning, where the requirements and the vision for the application are taken into consideration. User stories are then created and broken down into smaller tasks so that they can be effectively sized and then worked on during the development process. These stories and tasks give everyone a good estimate of how much time and effort it will take to complete. This way either more resources can be dedicated, or more time be allocated for certain things. This makes it very clear for the team before they ever start developing. It gives the team a clear start and end to the work and all the dependencies that will be generated in between. Finally, as work was completed, it was recorded and documented so that there was clear communication on the progress of the development phase. Finally, once all of these pieces were created, it was possible to deploy the product to environment. From here the testing team could get a hold of it and make any necessary changes or find vulnerabilities that the development team could then take care of again. After deployment and testing, these stories could finally be deployed and released to a working environment where they would finally be considered ‘complete’.
* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**. Be sure to use specific examples from your experiences.
  + **Scrum**-agile allows for any changes the team may face, whether its new requirements pushed by the business, or vulnerabilities found by the testing team. Instead of planning all at once, and never looking back like the waterfall method, scrum-agile allowed for all these problems to be taken care of at once. This kept the development team on their toes and effective when it came time to shift gears. This is important because it is easy to get bogged down while changing direction. Momentum is often snuffed with changes, however because of how the scrum-agile team is put together, these changes are taken with ease. They are effectively communicated by the PO/testers, sorted and organized by the PO/Scrum Master, and finally developed and tested by the development and testing team of course.
* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.
  + **The team was effectively communicated with in a number of ways including the daily team standup where each person would give an overview of the tasks they would be working on that day including any dependencies they may be waiting on** or roadblocks they might be blocked by. Besides the daily standup, the weekly sprint planning allowed for the team to constantly look at the bigger picture. Everyone got to see how progress was going and what needed to get done next. It also offered an opportunity for anyone in the team to provide corrections and additional work as well as maybe refine the future work at hand. These two agile practices where the entire team got to work face to face, as well as the ability to instant message anyone at will, allowed for continuous and effective communication between everyone on the team.
* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. Be sure to reference the Scrum events in relation to the effectiveness of the tools.
  + **As stated above, the daily standup and the weekly sprint planning were the most effective tools for the planning and development phases**. They allowed for the team a safe place to meet face to face and discuss the process of developing the software. But the agile planning backlog and workboard were essential for these planning meetings to be worth anything. They gave visuals for the work that needed to be done and the order in which to do them. They also didn’t clutter the objective with the future work that was not priority at the time. Finally, these tools were used to keep track of the progress of each of the work items. This was important to relay relevant information such as the pace as well as if dependencies had been completed that unblocked other engineers in their work.
* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. Be sure to address each of the following:
  + Describe the pros and cons that the Scrum-agile approach presented during the project.
    - Pros:
      * Ability to adapt quickly to changes
      * Quicker deploy/release times
      * Better team organization
      * Clear roadmap for future work
      * Low communication barriers
    - Cons:
      * Deployed products might not be the best at first
      * Difficult to set hard deadlines (discouraged)
      * Somewhat more difficult to onboard new team members
      * Testing sometimes gets overlooked
      * Faster pace is not always for everyone
  + Determine whether a Scrum-agile approach was the best approach for the SNHU Travel development project.
    - I think that the scrum agile approach was the best approach from the SNHU travel development project. The team had a clear client with specific requirements and desires. They had a clear design in mind, and this made it essential for a ‘middleman’ to relay these requirements for a development team. Also, the client was persistent that this travel site be maintained and flexible in the future so that new feature could be added and/or changed at any time. The scrum-agile approach paid off when the requirements suddenly changed in the middle of development. The scrum-agile approach allowed us to make quick changes on the fly and adapt to these new requirements. We had the opportunity to have another planning session centered around these requirements in the middle of our development period so that we could change course and implement these new features quickly and effectively. Finally, now that this approach was taken in the beginning, it will be easier to on-board individuals and get them caught up with the product. It will also be easier to maintain this new product in the future and will be something we can quickly and easily make changes to.