**Cassidy Yohn**

**Southern New Hampshire University**

**CS 250 – Final Project: Sprint Review and Retrospective**

**All the various roles on my Scrum-agile Team specifically contributed to the success of the SNHU Travel project.**The Scrum master initiated the scrum events, announced the scrum rules and regulations, and coached scrum-agile practices throughout development. The Product Owner was in direct communication with the client and asked them questions to create the product vision through user stories and a product backlog. The Tester contributed by working with the Product Owner to develop and run valid test cases based on the user stories. The Developer used agile estimation approaches, like story points and projected velocity of previous sprints, to track work and ensure that completion estimates are understood, reasonable, and flexible. **Each role played their own part in the success of the SNHU Travel project.**

Each of the user stories came to completion with the use of the methods defined in a Scrum-agile approach. For starters, communication is a significant part of the Scrum-agile approach and therefore was the first method that contributed to the completion of the user stories. The discussion with the client helped define each requirement, which included a link to top-rated vacation spots, the ability to sort vacation packages by price, and the capability to limit search results based on vacation type. Then the requests were re-evaluated, sorted into user stories, and modified to be as short and concise as possible “in a language that can be easily understood by both developers and users” as stated in chapter 4 of The Project Manager’s Guide to Mastering Agile (Cobb, 2015). The agile methodology was also implemented in the user stories when they were formatted to read “as a <role> I want <to be able to do something> so that <benefit>” as defined in the article (Cobb, 2015). Overall, the Scrum-agile approach to the SDLC ensured that the user stories served as a foundation for the product vision in a manner that was easily understandable to all parties involved.

The project completion gained support from a Scrum-agile approach, even when the project was interrupted and changed direction. One primary characteristic of an agile approach is its ability to adapt to new situations. A second key character trait of the Scrum-agile approach is flexibility in the sense that every point, throughout the scrum development cycle, can be revisited. These traits made it easy to transition our progress in a direction that fit better with our client’s needs. Instead of scrapping everything we had accomplished and starting over with the Scrum-agile approach, we were able to use the same code and ideas with slight modifications to accommodate the customer’s request.

I was able to communicate effectively within the team through the increased collaboration efforts and communication techniques that the Scrum-agile methodology provides. Within the emails, I made sure to be inclusive of all relevant individuals. For example, as the Developer, I addressed both the Product Owner and the Tester and stated, “I am writing to you both regarding the new product development plan,” which demonstrated open collaboration. The emails were used, as a communication platform, for inquiry that included clarifying questions with follow-up questions like when I was a Tester, I reached out to the Product Owner and asked, “are there any changes that you would like to make, and do you have any examples?” Many of the emails also included responses that encouraged feedback with ending statements such as, “looking forward to your reply” and “please let me know if you have any suggestions or run into any issues.” The combined collaboration efforts helped me achieve openness and transparency within the Scrum-agile team that lead to effective communication.

There were several organizational tools and Scrum-agile principles that helped my team succeed, which included a Kanban board, face-to-face interactions, burn up/burn down charts, Azure Board, and the Scrum events. The Kanban board and face-to-face interactions helped organize and keep track of the progression of sprint tasks during the daily scrums. The burn-up/burn-down charts were useful during the development phase because they helped measure story points and record progression over time. The Azure Board provided a platform for the sprint events where the team could openly communicate and receive live updates of progression. The Azure system allowed the team to easily share information regarding sprint planning and sprint review and retrospective. The organizational tools and Scrum-agile principles that my team applied throughout the development process helped contribute to the team’s overall success.

The Scrum-agile approach for the SNHU Travel project had its benefits along with its deficits. The benefits include a cycle methodology that promoted flexibility, agility, and adaptability. These characteristics allowed each point of the development process to be revisited and re-modeled, without a loss of progress. Some deficits include the absolute necessity of a dedicated, cross-functional team and the lack of planning. Because I was playing every role on the Scrum team, it was hard to get reliable feedback from myself at times. Having access to other informed perspectives would have helped and made me realize the importance of collaborative teamwork on a Scrum-agile team. Since the agile approach requires agility, there is not much time spent in the planning portion of the development process, which made it slightly difficult to decide how to move forward. Overall, the Scrum-agile approach was the best approach for the SNHU Travel development project because the benefits outweighed the deficits.

References

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley. <https://web-a-ebscohost-com.ezproxy.snhu.edu/ehost/ebookviewer/ebook/bmxlYmtfXzkzNzAwOV9fQU41?sid=9f9e1946-716b-4633-8759-d4d0735d684d@sdc-v-sessmgr01&vid=0&format=EB&rid=1>