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SNHU

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Sprint Review and Retrospective

* Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.

Our Scrum-agile team was able to complete the SNHU Travel project by first following the Scrum-agile framework which allowed the team to have solution adaptation and process adaptation to all roles involved. There are four roles connected to Scrum Agile with three of them being able to be interchangeable. The role of project manager was handled by Christy. She provided direction to the team on what will be built, helped with prioritized the work to be done, and maximized the value of the product and work of the development team. This was done by clearly expressing the product backlog items, ordering the items in the product backlog, ensuring that the product backlog is visible, transparent, and clear to all. She represents the business sponsor. The Scum Master role was assigned to Ron, who ensured effective product backlog management, helping the development team to create high-value products, removing challenges slowing the development team’s progress, and facilitating scrum events. Developer was assigned to Nicole for designing and developing code with solid software engineering practices, participating in peer reviews, and collaborating with the team to produce just enough design so that we have room to iterate. Brian was assigned as the Tester. His job was defining acceptance criteria and acceptance tests, clarifying any ambiguity found in the code and user stories, fulfilling rest, analyzation, or the results, and helping resolve issues, defects with the team. The client was able to meet with the Product Owner and Scrum Master to give in detail the product they would like to have build for business. From they’re the Product Owner and Scrum Master was able to meet with the development team and tester to set and give the initial plan for development of the project. The only role that is not able to be interchangeable among the team is the product manager.

* Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.

“User stories are a succinct way of defining requirements in agile. Telling user stories is a way of simplifying the definition of the requirement in a language that can be easily understood by both developers and users. It breaks the requirements into small chunks of functionality that can be built incrementally.” The employment of iterative and incremental development helped integrate the users’ stories into the program piece by piece. The user stories would be added, inspected, and adapted as needed. With transparency and communication between the development and testers they were able to set up an effective means of adding the user stories and testing them. More specifically, since the Software Development Life Cycle (SDLC) for Scrum Agile is set up initially as product backlog, sprint planning meeting, sprint backlog. The sprint setup allows for continuous development, refinement by daily scum meetings and artifacts update to product backlog refinement. After a short period of time, a shippable product should be created, then refined over and over as time available and needs arise.

* Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.

The client wanted to change the initial booking site from vacation booking to detox/wellness travel. The project was already under way and a program was created. The new direction with project did not mean that the initial project would have to be scrapped. The framework for these new requirements was already set in place. Only certain areas of the program like the destination locations would have to focus on detox and wellness. Scrum-agile approach allowed the team to accept a certain level of variability and uncertainty. Communication between the product owner, scrum master, developer, and tester allowed for quick understanding of the new requirements through changing the product backlog at the daily sprint meetings. The sprint would then be changed to focus on the new direction. Communication between the developer and tester about what the developer needs from the product owner and tester gave the developer a means to start implementing the changes.

* Demonstrate your ability to communicate effectively with your team by providing samples of your communication.

A letter had to be written by the developer to give a request to the scrum master and product owner about the user stories and what specifically were they looking for. Then a letter was sent to the product owner and tester about the changes and product backlog, and when the program would be sent to the tester to begin his work.

* Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.

As mentioned in the previous modules there are various organizational tools for Scum-agile planning like Jira and Azure boards that help setting up daily scrum meetings, sprint setup, product backlog tracking, and a space for instant documentation and transparency for the work being done. Program files can be sent instantly through these programs. The principle of being flexible, adaptable, communicative, and supportive can all be done through these tools. Face to face is always valued over an email, but if not available due to whatever reasons, video chat is an option.

* Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.

The Scrum-agile approach gave the framework to set up development for the SNHU Travel project. After development was under way, user stories were added to the product backlog, implemented, and tested to give the customer what they wanted. After the changes requested from the client, the product owner and scum master communicated the changes and updated the product backlog accordingly for the weekly sprint. The developer was able to communicate effectively with the product owner and tester to get additional information that would be needed for the project and inform the tester when the program would be sent to him.