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Sprint Review and Retrospective

As the Scrum Master, I have overseen the scrum team during our project collaborating with SNHU Travel over developing an application for their travel agency. With the project over and from the request of ChadaTech, I will give a final Sprint Review and Retrospective of the development of my team during the workings of the project. With this, I hope to persuade ChadaTech to shift the rest of their development teams to a Scrum-agile approach as my development team had major successes when using this agile methodology during the SNHU Travel project.

To start, I will demonstrate how the various roles on my Scrum-agile Team specifically contributed to the success of the SNHU Travel project. Firstly, we have the Scrum Master in which I have occupied the role. As a Scrum Master, I am responsible for ensuring that my Scrum team operates in their respective roles as efficiently as possible while adhering to the Scrum values in which we take great pride in. My daily responsibilities include keeping the team on track with progress and development, planning and leading meetings while encouraging the scrum team to speak out their voices and concerns, and work through any lingering issues the scrum team faces during development. My role as a Scrum Master greatly benefits the development team as I keep track of all progress and achievements that are to be recognized, leading to increased morale and transparency within the team. On the flip side, I can also lead meetings that voice out concerns about any obstacles or setbacks my team could face. In doing so, I can help decrease the negative effects of such issues while helping my team to overcome them through teamwork and innovative thinking.

The second role within the Scrum-agile Team is the Product Owner. He/she has the responsibility to make sure that the Scrum team aligns with the overall product goals that the Product Owner has laid out for us. Though the Product Owner generally interacts with the Scrum Master (which is me), they do have an important role to be considered amongst the development team. Product Owners generally must have a great understanding of the business needs of the product such as customer expectations and market trends. As such, by setting the product vision for the team to develop whilst informing me of any changes or necessary revisions to the product vision, we can take great confidence that the final product that we develop will be meet or even succeed the shareholders and customers expectations.

Finally, we have the development team who are considered the backbone of any project. This team is composed of software developers and coding professionals who do hands-on work of completing the tasks within a Scrum sprint. They work to a very high standard and will often collaborate with each other to map out goals and plans for achieving them without even being ordered to do so. They all have different responsibilities but will often work together to solve issues and write code. The various roles within the development team are numerous but every single developer will adhere to the Scrum values which will greatly expedite progress in development as no single issue will likely impede the progress of the development team.

A Scrum-agile approach to the SDLC can also help to ensure that each of the user stories created is completed. By dividing the project into several aspects managed by several groups of developers, each user story will have been given enough time and devotion from the developers to be completed on time and to the satisfaction of the Scrum Master and Product Owner. These several aspects can be thoroughly tracked using a task board. The developers in charge of the user story will then map out a to-do list, list out the features that are in progress of developing, while finally stating if the user story has been tested or not. In my scrum team’s case, we used the Azure boards to track our progress.

In certain instances, events and planned progress may not go the way we wish. In any project, certain issues and obstacles may arise that can threaten to derail the project and end up with a product whose function could be less desirable to the consumer market. As such, our Scrum-agile approach will have aided in project completion by employing methods that limit the amount of damage interruptions and unexpected changes can have on the final end-product. One of those methods is the Daily Scrum meeting. This 15-minute meeting held each day is facilitated by the Scrum Master to help keep track of any progress or setbacks within the development team. This discussion is held primarily amongst the developers to promote openness and transparency. As such, any interruptions or unexpected changes would be mitigated by the collaboration fostered by the Daily Scrum meetings.

While these Daily Scrums are useful for scrum teams, effective communication is still required between the Scrum Master and the development team for the Daily Scrum to be successful. During Daily Scrums, I initiate the meeting and go over the tasks that are to be completed today for about half a minute. For the rest of the meeting, I let the developers take the floor, but I remain involved during the meeting. This ranges from me asking questions about their progress and setbacks to reminding the developers to respect each other’s voices and being respectful with any criticism or complaints.

During the duration of the SNHU Travel project, my scrum team used a variety of organizational tools and Scrum-agile principles that helped the team be successful in developing the final product. One of these tools was the Azure board as I had mentioned before. This organizational tool is an interface that helps the scrum team keep track of all their progress during development. The interface can track tasks that are completed or are yet to be completed, bugs and lingering issues that are plaguing development, and developed features themselves. In relation to scrum events such as the Daily Scrum, this tool is incredibly useful in showcasing the development team’s progress as well as any setbacks that need to be resolved through collaboration.

Finally, I will address the fact that the Scrum-agile approach is not a fool-proof methodology. There were pros and cons encountered while using the Scrum-agile approach during the project. One of the pros that we benefited from was the flexibility and adaptability that this approach afforded us. Because we do not have a set long-term plan for the project but instead phases divided out to groups of developers, the scrum team is able to respond to changes quite easily. Promotion of communication between developers also helps regarding dealing with any setbacks the team may encounter. One of the cons we encountered was the scalability in which the Scrum-agile approach would work. This methodology was designed to be followed by small teams of developers. Therefore, any increases to the size of the development team would likely hamper and positives the team might take from the Scrum-agile approach. Despite this, I still believe the Scrum-agile approach was the best approach to take for the SNHU Travel project. It allowed the whole team to work independently while also fostering good communication between developers to tackle any obstacles or issues. As such, as the overseer of the scrum team that was taking charge of the SNHU Travel project, I can highly recommend transitioning all remaining development teams to using the Scrum-agile approach.

References

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