Sprint Retrospective for SNHU Travel

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In this sprint review we will be examining How different roles contributed to the success of the SNHU travel project. We will also be examining how the scrum approach helped user stories come to completion, supported project completion during interruption, and facilitated communication between team members. Lastly we will be examining the scrum events that help the team be successful and we'll analyze the effectiveness of the scrum approach to the overall project.

As a team member in a scrum team, either a tester or a developer, the ability to implement ideas and software in the methods of my own choosing was immensely helpful. Taking input from the scrum master or the product manager was also very helpful in determining the end goal of the software we were working on. For example, as a tester I had better success after consulting my product owner over some key test cases that I was not sure about. Consulting my product owner, in a clear and concise email, helped me to perform my job better because it was useful to see the end goal. As a developer, I was given creative liberties over the tasks I had been assigned, therefore encouraging innovation. I was asked to make a custom slide show and I was able to add my own font and colors, as well as background and different destinations.

As a product owner I was able to interface with clients and create user stories from first-hand accounts to allow a better understanding of the problem for my development team. From these user stories I was able to create a curated backlog based on the product vision that our clients would like to see. Using scrum events, I was able to pass along my image of the final product to the development team successfully.

As a scrum master I was able to facilitate the communication between team members on a daily basis, as well as keep the team on track for a successful sprint. Using scrum events, such as daily scrums, I was able to keep communication transparent between different developers, testers, and product owners. I was able to identify where my team needed help as well as where my team did well.

The scrum agile approach helped each user story come to completion by shared vision, expertise, and goal. Scrum is particularly good at identifying shortcomings in individuals among a group. The Daily standup allows for questions to be answered from more experienced Developers.Scrum also helps with changing scope, as scrum is very good at quickly adapting to change. Adapting to the change is as easy as sending a simple email. During the course of a sprint I was asked to change course from a previous plan to add “health and wellness” vacations to the website. The changes were discussed with me during a meeting and the team was quickly able to change scope to accommodate the new customer changes.

In any environment, including scrum, communication between different team members is very important. The communication must be clear and unambiguous, the communication must take place in an environment free to new ideas and have each considered equally. In a scrum team no one is above anyone else. This means that the junior developer is treated the same as a senior developer or the scrum master. This creates an ideal medium for the exchange of thoughts. Most of my communication from this course was simple and to the point, because that's what it needed to be. For example, this Email:

Dear product owner,

It has come to my attention that the following information is missing, or needs to be elaborated on, for the following user stories:

* (information describing problem with user story 1)
* (clarifying information on user story 2)
* (Is this example (attached) what the user envisioned?)

Thank you for your cooperation in advance.

Tester.

Noticed the clarity and brevity of my email. For an extra measure of clarification I even included an example for the product manager to review. The email is short, sweet, and to the point, ensuring that we don't take more of the product manager's time than we need.

Scrum events are an important part of the scrum model. The daily stand-up meeting is an important part of the scrum-agile model. The daily stand-up meeting provides all team members with a progress report, an outlet for seeking help, and a forum for collaboration. It is paramount for all team members to take part in a scrum meeting for the success of a team.If everyone takes part in the daily scrum, we can expect a more cohesive team and a better software.

The scrum review and retrospective are important as well. These events are what we use to analyze what we did during the scrum. They provide an important insight on how things could have gone better.

Scrum is much better for software development projects than the waterfall method. In our course, we completed multiple tasks using the scrum model. We have learned that, if applied effectively, scrum can be an efficient model for completing a task. Scrum allows for adjustment of course during any given sprint, this is why it's better than the Waterfall model. The Waterfall model would have a difficult time adjusting to changing goals, as the current task would be dictated by the former. Although the waterfall model has its place, scrum will always be king in software development due to the modular nature of programs.