Sprint Review and Retrospective

By Daniel Dobbs

The SNHU Travel project was a software development initiative that aimed at creating an application to help customers book their travel plans. As a Scrum Master, I led a team of developers, a Product Owner, and testers through the iterative and incremental process of Scrum to make sure the project was delivered on time and within budget. In this Sprint Review and Retrospective, I will reflect on the successes and challenges of the project, how Scrum helped us to achieve our goals. I will also evaluate the effectiveness of the Scrum-agile approach and assess whether or not it was the best approach for this project. Through this review, I hope to provide insights that will help other Scrum teams to improve their performance and deliver successful projects.

The success of the SNHU Travel project was due in no small part to the contributions of the team members who worked together to deliver the final product. The Product Owner was responsible for defining the product backlog and setting priorities for the development team. By working closely with the end users, the Product Owner was able to ensure that the final product met the needs of its target audience. The development team was responsible for coding and deploying the product, and by working with the testers they were able to figure out what user cases were the most important issues and respond appropriately to them. The tester was responsible to ensure that the project worked appropriately for the end users and gave feedback to the development team when it did not. The Scrum Master facilitated communication and collaboration among team members, ensuring that the team adhered to Scrum principles and practices. By working together, the team was able to overcome challenges and achieve the project goals within the allocated time and budget. For example, when the project was

interrupted due to changes in requirements or priorities, the team adapted quickly by reprioritizing the backlog and adjusting their sprint plans accordingly.

The Scrum-agile approach to software development played a crucial role in helping each of the user stories come to completion. By breaking down the project into smaller, manageable pieces, the team was able to focus on completing individual user stories in the sprint. The iterative and incremental nature of Scrum enabled the team to continuously receive feedback from the Product Owner, testers, and end users, and make adjustments as necessary to ensure that the final product met their needs. For example, during the sprint, the team worked on a user story to enable users to search for and filter travel options by specific criteria such as budget and the type of travel that the user is interested in. By working collaboratively, the team was able to complete this user storying within the sprint timeline and demonstrate the working feature at the end of the sprint review. The Scrum-agile approach helped to ensure that each user story was completed promptly and that the final product met the needs of the target audience.

One of the strengths of the Scrum-agile approach is its ability to adapt to change. During the SNHU Travel project, there were several instances where the project was interrupted or the direction of the project changed. For example, the Product Owner informed the developers that the program was changing from a list with a scrollable option to a slideshow. However, by leveraging the principles of Scrum, the team was able to adapt to these changes and create new modified user stories to make sure everything fit perfectly with the feedback the testers gave. Another great example was when the focus of the project changed to relaxing vacations this allowed them to reprioritize the backlog and adjust the sprint plans to make sure all their user stories included a focus on detox vacations. The Scrum-agile approach supported project

completion by allowing the team to be flexible and adapt to changes without sacrificing progress or quality.

Effective communication is a critical element in any successful software development project, and it plays a key role in our team's success on the SNHU Travel project. As a Scrum Master, I made sure to communicate regularly and openly with all members of the team to ensure that everyone was aligned and working towards a common goal. For instance, I scheduled daily stand-up meetings to provide updates on progress and discuss any roadblocks or challenges that the team was facing. During these meetings, I encouraged team members to share their thoughts and ideas and provided support and guidance when necessary. Additionally, there are Scrum-related tools that help facilitate ongoing communication and collaboration such as Slack or Trello and these make sure everyone is on the same page at the same time. By creating a culture of open communication and transparency, I was able to foster an environment that supported the principles of Scrum and enabled the team to work together effectively towards project completion.

The success of the SNHU Travel project can be attributed to a combination of effective organizational tools and adherence to Scrum-agile principles. The use of tools such as Jira, Trello, and Slack helped the team manage the backlog, track progress, and communicate effectively with one another. By leveraging these tools, the team was able to stay organized and focused on delivering value to the Product Owner and end-users. Furthermore, the team's adherence to Scrum-agile principles such as continuous delivery and self-organization, help to ensure that the project stayed on track and that each sprint delivered meaningful results. The sprint review and retrospective events were particularly effective in this regard, as they allowed the team to reflect on what had been accomplished, identify areas for improvement, and adjust

their approach as necessary. Overall, the combination of effective organizational tools and adherence to Scrum-agile principles played a critical role in the success of the SNHU Travel project.

The Scrum-agile approach presented several advantages and disadvantages during the course of the SNHU Travel project. One of the key advantages of the approach was its flexibility, which allowed the team to adapt to changing requirements and respond to customer feedback quickly. By breaking the development process down into smaller sprints we were able to deliver incremental value to the Product Owner and end-users throughout the project. Furthermore, the approach promoted transparency and collaboration, as all team members were involved in the development process and had a clear understanding of the project's objectives. However, the Scrum-agile approach also presented some challenges. One of the main challenges we faced was the need for constant communication and coordination among team members. This was particularly challenging because as team members got busy it was hard to keep up with the time commitments. In addition, the agile approach requires to know a good bit of knowledge about scrum principles and since we were new to this approach it was difficult for us to learn how to structure our approach to the SNHU Travel project. Overall, I believe the Scrum-agile approach was the best approach for the SNHU Travel development project. The approach allowed us to deliver adaptability and incremental value to the Product Owner and end-users throughout the project. Additionally, the approach promoted collaboration and transparency, which helped to build a strong sense of teamwork and trust among the team members. While there were some challenges associated with the approach, these were outweighed by the benefits it provided. For example, if we used the waterfall approach it would have been horrible when the requirements

and structure of the project changed, and we would have had to start all over. In the end, I believe the Scrum-agile approach was the best choice over something like the waterfall approach.