**Student: Dennis T Sherpa**

**Sprint Review and Retrospective**

**Applying Roles: Demonstrate how the various roles on your Scrum-Agile Team specifically contributed to the success of a project. Use specific examples from your experiences.**

The following is an explanation of how each role in my Scrum-Agile Team contributed to the success of the project:

1. **Scrum Master**
   1. The Scrum Master helped deliver high-quality increments that were pivotal in fostering collaboration within our team. This collaboration was instrumental in our ability to deliver value incrementally. This collaborative approach also led to the successful delivery of products that met user needs and market expectations.
   2. The Scrum Master’s effective and considerate facilitation of each Scrum event played a vital role in the project’s success, and each provided at least one benefit:
      1. **Sprint Planning**
         1. The team defined what could be delivered in the upcoming sprint and how the work would be achieved.
      2. **Daily Scrum**
         1. The team inspected progress toward the sprint goal and adapted the sprint backlog as necessary.
      3. **Sprint Review**
         1. This team inspected the increment and adapted the product backlog if needed. They ensured that the product increment was reviewed and necessary feedback was collected.
      4. **Sprint Retrospective**
         1. The team reflected on the past sprint and identified improvements for future sprints.
      5. **Backlog Refinement**
         1. The Product Owner kept the product backlog updated and ensured that backlog items were ready for future sprints.
2. **Product Owner**
   1. The Product Owner was crucial to the project's success, ensuring that the team maximized its efficiency and provided maximum value to the business.
   2. The Product Owner created, prioritized, and maintained the user stories that helped the team by:
      1. Providing a clear description of what task must be completed, for who, and why.
      2. Outlining the priority and size of a task.
      3. Outlining the acceptance criteria for the task so the Scrum Team will know when they have completed the task.
3. **Tester**
   1. The Tester provided three initial and revised test cases for specific user stories in the product backlog. This contributed to the project's success by ensuring the product met the expected quality standards and functions.
   2. The tester also outlined what was missing from the user stories to develop astute test cases and communicated with the Product Owner on the specific information required to move forward. This process helped refine the project’s user stories, which enhanced the team’s understanding of the customers’ experience.
4. **Developer**
   1. The developer plays a crucial role in the success of a project by transforming requirements and ideas into functional software. They ensure the project meets its goals in terms of functionality, quality, and timeliness.
   2. When the project requirements changed, the developer adapted by implementing changes to the existing code based on the new information from the Product Owner.
      1. Specifically, after developing a top five travel destination list, the developer quickly transitioned to complete the development of a slide show that displayed the top five detox/wellness travel destinations. This was a crucial factor that allowed the project to succeed.

**Completing User Stories: Describe how a Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion. Use specific examples from your experiences.**

The Scrum-Agile approach helped user stories come to completion through iterative development and continuous feedback. For example, the user story “Top Five Destinations List” was completed by following these steps:

1. **Sprint Planning:** The team discussed and estimated the effort required.
2. **Daily Stand-ups:** Developers and testers coordinated efforts.
3. **Sprint Review:** The feature was demonstrated to stakeholders who provided feedback.
4. **Sprint Retrospective:** The team reflected on what went well and what could be improved for future sprints.

This iterative approach ensured that the user stories were broken down into manageable tasks and completed effectively.

**Handling Interruptions: Describe how a Scrum-Agile approach supported project completion when the project was interrupted and changed direction. Use specific examples from your experiences.**

During the SNHU Travel project, there was a sudden requirement change to include a new feature focused on “Top Five Detox/Wellness Travel Destinations.” The Scrum-Agile approach allowed the team to handle this interruption efficiently:

1. **Backlog Refinement:** The Product Owner added the new feature to the backlog and prioritized it.
2. **Sprint Planning:** The team re-assessed the sprint goals and adjusted their plans to accommodate the new high-priority feature.
3. **Daily Stand-ups:** Allowed the team to communicate the impact of this change and reallocate tasks accordingly.

This flexibility ensured that the project could pivot quickly without significant disruption.

**Communication: Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Explain why your examples were effective in their context and how they encouraged collaboration among team members.**

Effective communication was facilitated through various channels (Atlassian. (2024, May 5)):

* **Slack:** This was used for quick, day-to-day communication and updates.
* **Email:** This was used for detailed documentation and official communications.
* **Confluence:** This was used to maintain project documentation and meeting notes.

**Example (fictional)**: During a sprint, I sent a summary email highlighting the key points discussed and action items after each Daily Stand-up. This ensured everyone, including remote team members, was on the same page. This approach encouraged collaboration and kept everyone aligned with the sprint goals.

* *Side Note (why “ fictional”?): This project had no actual team. Instead, I took on each role and executed their jobs accordingly.*

**Organizational Tools: Evaluate the organizational tools and Scrum-Agile principles that helped your team be successful. Reference the Scrum events in relation to the effectiveness of the tools.**

Several organizational tools contributed to the team’s success:

* **Microsoft Word:** This was used to create professional documents and share knowledge.
* **Microsoft Excel:** This was used to create, organize, and maintain the product backlog and user stories.
* **Eclipse IDE:** This was used to develop the “Top Five Destination List” and “Top Five Detox/Wellness Travel Destinations.”

Several Scrum-Agile principles helped the team be successful (Cohn, M. (2024, February 25)):

* **Sprint Planning:** Helped set clear goals and define the sprint's work.
* **Daily Stand-ups:** Ensured regular communication and quick resolution of issues.
* **Sprint Reviews:** Provided an opportunity to demonstrate progress and receive stakeholder feedback.
* **Sprint Retrospectives:** Facilitated continuous improvement by reflecting on the sprint and identifying areas for improvement.

These tools and events ensured the project was well-organized and the team remained productive and focused.

**Evaluating Agile Process: Assess the effectiveness of the Scrum-Agile approach for a specific project. Address each of the following:**

* **Describe the pros and cons that the Scrum-Agile approach presented during the SNHU Travel project.**
* **Determine whether or not a Scrum-Agile approach was the best approach for the SNHU Travel documentation project.**

**Pros and Cons of the Scrum-Agile Approach (Indeed Editorial Team. (2023, August 24))**

1. **Pros:**

* **Flexibility:** The ability to adapt to changes, like shifting focus from the top five travel destinations to the top five detox/wellness travel destinations.
* **Continuous Feedback:** Regular reviews and stakeholder engagement helped align the product with user needs.
* **Improved Quality:** Continuous testing and incremental development led to higher-quality outputs.

1. **Cons**

* **Initial Learning Curve:** Understanding and adjusting the Scrum-Agile approach takes a while, delaying progress.
* **Time-Consuming Meetings:** Daily stand-ups and other meetings sometimes felt repetitive and time-consuming for the team.

**Assessing the Scrum-Agile Approach for the SNHU Travel Project**

The Scrum-Agile approach was the best fit for the SNHU Travel project for the following reasons:

* **Dynamic Requirements:** The project was subject to a sudden shift in requirements (e.g., detox/wellness destinations), and the Agile approach allowed for quick adaptation.
* **Stakeholder and User Involvement:** Continuous stakeholder and user feedback communicated through the Product Owner to the team ensured that the product aligned with the market needs.
* **Incremental Delivery:** Delivering the product in increments allowed for early detection of issues and timely feedback, improving overall quality.

In conclusion, the Scrum-Agile approach, with its iterative development, continuous feedback, and flexibility, was the best approach for the success of the SNHU Travel Development Project.

**References**

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