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Mod 7-1 Final Project Retrospective

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Sprint Retrospective

In the retrospective of the SNHU Travel project, the success was achieved through the contributions of various roles in our Scrum-agile Team. Here are specific examples of how each role played a part:

The **Product Owner** and **Scrum Master** guided the team in the creative direction desired by the stakeholders and users. We conducted a focus group with diverse individuals representing the user experience. Based on their input, we created a backlog of User Stories. The Scrum Master facilitated the group's needs through Daily Scrums and Sprint Planning.

The **Developer** created the User Interface and met new goals set by the Product Owner, who acted as a liaison for the stakeholder's interests. One example of this was incorporating different backgrounds and changing the presentation from a sidebar slider to a slideshow.

The **Tester** played a crucial role in the development process by receiving updates on new changes and conducting assessments to discover any errors or bugs. They determined whether the features passed or failed the expected criteria.

The Scrum-agile approach supported the completion of each user story by providing structure and collaboration. Here are specific examples:

Throughout the Sprint, the team followed Scrum methodology, which provided a clear deadline and expectations for collaborative and efficient performance. Each feature in the backlog was assigned an ID, Size, and Priority, allowing the team to prioritize and complete them.

When the project was interrupted and changed direction, the Scrum-agile approach supported the project's completion. Here are specific examples:

The team effectively communicated and adapted to the changes using Agile principles. We shifted our focus from a sidebar vertical scrolling Top Destinations list to a wellness-focused list presented in a slideshow format. The team collaborated to prioritize this shift, and the developer swiftly changed the code accordingly. The tester assessed the new changes and communicated with the team on how to proceed.

Effective communication played a vital role in promoting collaboration among team members. Daily Scrums, the Kanban Scrum board, backlog, and emails were used for communication within the team. Daily Scrums allowed for open communication, while the Scrum board and backlog provided a comprehensive overview of tasks. Emails facilitated discussions and documentation outside of Daily Scrums. The following organizational tools and Scrum-agile principles contributed to our team's success:

Scrum Board: A physical or digital Scrum board helped visualize and track task progress. It enhanced the effectiveness of the Daily Scrum event by providing a visual representation of tasks.

Burndown Chart: This chart displayed the remaining work in a sprint over time, allowing the team to track progress and identify deviations. It was effective during the Sprint Review and Sprint Retrospective events for assessing completed work and discussing improvement opportunities.

Product Backlog: A prioritized list of user stories or requirements helped organize and manage future work. A well-maintained product backlog was essential for effective Sprint Planning.

Daily Scrum: A short meeting where team members synchronized activities and planned work. Conducting the Daily Scrum effectively involved time-boxing, progress sharing, addressing challenges, and resolving immediate impediments.

In assessing the effectiveness of the Scrum-agile approach for the SNHU Travel project, although the project was relatively small, the agile approach proved beneficial due to changes in creative direction. In comparison, a waterfall method would have struggled with such changes. However, the team size could have been smaller, with each member taking on additional roles.

**Pros of the Scrum-agile approach:**

Adaptability

Collaboration

Incremental development

Transparency

Continuous improvement

Focus on quality deliverables

**Cons of the Scrum-agile approach:**

Dependency on collaboration

Lack of predictability

Considering the pros and cons, the Scrum-agile approach was the best choice for the SNHU Travel development project. Its adaptability and continuous improvement allowed us to deliver the final product aligned with the stakeholder's desires and user requests.