As would normally happen at the end of a Sprint or an incremental release, the Scrum Master will put together a Sprint Review and Retrospective. For this deliverable, you will take on the role of the Scrum Master and create a Sprint Review and Retrospective to summarize, analyze, and draw conclusions on the work you completed during the course of the development. In a paper, be sure to address each of the following:

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**. Be sure to use specific examples from your experiences.

The product owners role is to set a clear direction moving forward. The interests of business are represented and communicated by the product owner. So its the products owners job to communicate what the clients needs are. The product owner needs to have a clear and concise vision for what the scrum team is producing in terms of deliverables. In the SNHU Travel project the product owner achieved this by communicating with the client as well as by holding a focus group with several of the best customers of snhu travel. She was able to gain useful inputs such as customer desire to have top destinations listed to them. But also to have the list customized for them based on previous travel or their profile. Or to search for cruises and set price limits for travel options. This helped her put together some good features for the initial booking system

The Scrum Master

The scrum masters role is to ensure that scrum is being applied properly and with respect to agile principles. The Scrum master is more intimately involved with and aware of the technical requirements and aspects of development so they can communicate the technical values of deliverables to the product owner. They can also help manage the backlog, Arguable one of the most important role of the Scrum developer is to manage the development teams focus areas. And teach them how to self organize over time. In the SNHU Travel project the Scrum Master contributed by assembling an agile team which included a tester and developer.

The Developers

Agile developers form the backbone of providing the functionality of deliverables, its important that developers focus on development that priotizes a sustainable rate of progress. This means being able to estimate what functionality can be implemented within time constraints this means ensuring that the basics are met in terms of establishing the characteristics and basics of a minimum viable product in real code.

In the SNHU Travel project the Devlopers contributed by....

The Tester

Functional code is important but defining functionality goes hand and hand with establishing and proving it. The Agile approach of creating iterative code means quality assurance can happen early and often. In a waterfall environment testing and QA can often come too late or can reveal cirtical transcendtal issues such as hardware incompatibilities that overturn months of work.

In the SNHU travel app project the Tester made excellent contributions by creating test cases that helped ensure the functionality of the website some for example being manual tests. The tester was also able to develop test by looking at the user stories.

* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. Be sure to use specific examples from your experiences

Recall that the original desires of client was to establish a travel website within a time frame of five weeks so as to capetlize on customer trends. The Scrum Agile approach to the SDLC helped with this by providing flexibility so for example when the client decided that they wanted to change things and reproritize new features. The team was able to update the user stories instead of throwing away all of the progress they had made so far. A concern which would of likely came true with waterfall methodology and one that the developer raised as a concern as well before being told by the product owner that they would simply deprioritize other features. This is made more possible due to the iterative approach of Scrum-Agile metheodlogy.

* **Describe how a Scrum-agile approach supported project completion when the**
* **project was interrupted and changed direction**. When the Product owner approached the rest of the team with the news that SNHU travel wanted to be on the cutting edge of the market and focus their new booking tool to be closer and more aligned with newer information as to what customers might want.

Under a waterfall approach the end goal is determined very early leaving very little incentive for developers to design code to be more flexible and interchangeable. It is a very defining aspect of waterfall to commit to the specfics of deliverables very early on this makes it difficult to change course. The developer perhaps familiar with waterfall methodologies expressed concerns and distress that “everything they had worked on at this point had to be scrapped”. However due to the use of “pull” in agile and scrum user stories just had to be updated and corropspondingly the tester would be able to update their test cases for the new update. Since they are working in an agile envrioment instead of moving dates forward the will keep the same dates but deprioritize other user stories other stories in the product backlog so that they can focus on the new updates instead.

* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.

“Yesterday: I discussed progress with the team and during the daily meeting updated my test cases. One important takeaway I got was the importance of making sure everyone on the development team was able to communicate effectively their progress during sprint reviews

Today: Start planning for the next sprint that starts Monday.

Obstacles: I have commitments to new work opportunities that I have to balance as well. I also need to gain a better understanding of the way nonautomated tests are handled by testers.

“

This communication as a tester was very important because the test must be arguable the most reactive to changes in goals discussions. Without active participation the tester cannot write test cases to validate that deliverables are operating as intended. Software Development is not perfect and developers can make mistakes. Scrum Masters can improperly manage a team. And product owners can poorly edit backlogs. All of these can in some capacity be caught by the tester and ingcongruincies between test validation and the content of deliverables.

* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. Be sure to reference the Scrum events in relation to the effectiveness of the tools.

The Scrum master on the team wrote the following “I like to get the stories entered into YouTrack. This program will allow everyone on the team a common place to communicate even though we are working within a distributed environment. I have requested a large screen TV for the conference room where we will hold our standup to display this board.

1. I see my purpose as threefold. First, I am responsible for presenting the project burndown rate statistics. I want this number to represent the team's velocity accurately, so I ask you to ensure that your status entries are precise. Second I am here to help remove roadblocks. If you need something you do not have or something is in your way, please let me know, and I will do my best to resolve the issue. Finally, I am here to help the team understand the scrum process. The developers and testers are the technical experts here, and I cannot keep up in that area. I have spent as much effort focused on how to make this process efficient. So please help me when I am confused by the technology and ask me when you have questions about the process.

“

This lines in with Agile principles well because it helps facilitate a method for accurately representing team velocity and ensure status entries are precise. Precision can be tested for which immediately allows the tester to have something to anchor their teeth into. The Scrum master trusts that his developers and testers are technically proficient and focuses on making the process of team organization efficient instead. In compliance with agile principles by helping the team understand the scrum process. Which is in itself a difficult task.

* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**. Be sure to address each of the following:
  + Describe the pros and cons that the Scrum-agile approach presented during the project.

One of the major pros of the agile approach was its ability to rapidly establish a desired state for a deliverable. We know this because one of the methods used in agile is having a minimum viable product. This allows us to show the client's we are working with an early version of what we want in the end.

One issue with Scrum agile approaches is that they can often lead to difficulties being adopted in large teams. And it can also lead to the scope of the project becoming larger then intended if no definite end date is established early on. Thankfully during the project an end date was dictated early on.

The strengths of the agile methodology shined a lot more when the projects end deliverables had to be changed significantly. The product owner was able to edit the product backlog and certain parts where repriorotized efficiently. This was a strong showing of Scrum Agile as a strong methodology.

* + Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

I Think the scrum agile approach was the better approach because I can say with hindsight knowledge that the client moderately modified the conditions for end deliverables meaning that multiple edits were necessary. This is where the waterfall approach would of started to show major cracks. However agile methodology was adaptive in this respect.

Agile Presentation

Finally, you have been asked to put together a PowerPoint presentation for the leadership at your company. You will start by explaining the key facets of the Scrum-agile approach. You will also contrast the waterfall and agile development approaches to help your leadership make an informed decision. **You *must* use properly cited sources to support your points**. In your presentation, be sure to address each of the following:

* **Explain the various roles on a Scrum-agile Team** by identifying each role and describing its importance.
* **Explain how the various phases of the SDLC work in an agile approach**. Be sure to identify each phase and describe its importance.
* **Describe how the process would have been different with a waterfall development approach** rather than the agile approach you used. For instance, you might discuss how a particular problem in development would have proceeded differently.
* **Explain what factors you would consider when choosing a waterfall approach or an agile approach**, using your course experience to back up your explanation.