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Final Project: Sprint Review and Retrospective

In a Scrum-agile Team there are various different roles that are all essential and contribute to the team’s success in different ways. In the SNHU Travel project the contributions of each of these roles can be seen. The product owner played a big part as a mediator between the clients/users and the development team. By receiving the different requirements from the client and collecting their feedback from each iteration of the project, the project owner helped to set priorities and communicate to the developers the projects needs as they evolved. The developers on the Scrum-agile Team made significant contributions as well, maintaining clear and open communication with the other roles in the team and adapting their priorities as new versions are continuously rolled out. The testers, working closely with the developers to make sure that there are no unforeseen issues with each version of the project that is created, were an important part of the team and insured that the features added fit in line with what the clients/users wanted and was stated in different user stories in addition to just making sure that they are properly functioning. The role of Scrum Master in the SNHU Travel project was to assist and coach all the members of the Scrum-agile team as well as lead Scrum meetings in which the project, its backlog, priorities as well as other things are discussed in order to keep the team on track and properly practicing an agile development model. They also help to facilitate any needed Scrum events and are a vital part of product planning. Some of the Scrum events the Scrum Master helps to facilitate would include Sprint Planning, Daily Scrums, Backlog Refinement, Sprint Review, and Sprint Retrospective through regularly scheduled meetings which help make that all the necessary information in the meeting is conveyed to everyone without any confusion. Through these events solid goals and expectations are set as well as the priority with which they need to be completed, resulting in a better end product. A Scrum-agile approach to the SDLC was beneficial in helping each of the user stories be completed by providing several pieces of additional information for the team to aid in the integration of these stories. By breaking down the user stories and creating a test plan, outlining the requirements laid out in them, and assigning a level of difficulty and priority for each story before implementing them can be greatly beneficial in insuring that they are effectively and properly developed and tested. The Scrum-agile approach is very flexible and can adapt when a project is interrupted or has a change in direction. It does this by progressively developing new versions of the product and receiving new feedback each time as well as constantly reviewing priorities and adjusting them as needed to fit their needs. Being able to change course after receiving feedback or an interruption without having to scrap the entirety of the project thanks to the incremental development style of a Scrum-agile approach is one of the primary ways that is can support bringing a project to completion with minimal issues. Communication is an incredibly important part of a Scrum-agile approach and could be considered the backbone that holds it all together. Making use of different communication practices within a Scrum Team is a vital aspect of making the agile development method work, helping everyone in the Scrum-agile team stay on the same page as one another and up to date on any changes to the project and its priorities regardless of what role they fill. A communication practice such as an information radiator is one way a Scrum-agile team can work together in keeping everyone up to date as priorities change and are completed by putting all of that information in an easily accessible and visible location. By allowing everyone in the team to update and view the information easily it helps create openness and transparency between different roles and aid their communication abilities. Organization tools in conjunction with a Scrum-agile approach can help to increase a team’s success on a project through out the course of its development. Tools such as Microsoft Project, an application outside of Microsoft’s Office suite, can help to increase the coordination and efficiency of a Scrum-agile team making the development process easier. Microsoft Project is able to take in the flow of information and then compile and organize it in a way that can be more easily processed and then handled. It does this by automatically providing estimates for things such as the time, cost, as well as difficulty of tasks allowing for more accurate priorities to be set. Microsoft projects is also able to visualize the information provided to it in various ways such as different charts and can create schedules using the calculated estimates for each task. The Scrum-agile approach can be greatly beneficial to a teams effectiveness in a projects development cycle when it is done correctly. For the SNHU Travel project the Scrum-agile approach was beneficial thanks to its flexibility and the effective communication that this approach has. This approach has many pros, such as its flexibility, lower development costs and an increased level of transparency between the client and the company. While there are many upsides to taking this approach there are also important downsides that should be considered. The flexible nature of the Scrum-agile approach means that while each part of the project will have a priority and estimated amount of time to complete given to it, the deadline for the overall project is more difficult to provide since accounting for changes in requirements that are made in the middle of the development process can’t be estimated ahead of time. It can also be difficult to properly implement a Scrum-agile approach into a team as it requires constant and effective communication, constant learning of new skills and an already experienced team.