CS250 Sprint Review and Retrospective

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CS250 Sprint Review and Retrospective

# A. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.

Every role in the Scrum-team was integral to the success of the project.

The Product Owner:

* used her critical listening and thinking skills to decipher the context of the requests of the users to develop quality user stories
* merged two or more similar user stories into one user story based on their degree of similarity, thereby providing simplicity
* assigned priorities to the developed user stories and added them to the product backlog sorted by priority
* had a main idea and inspiration of how the final product would look like, and instilled it to the rest of the team
* made sure that all the team members fully understood the requirements and were notified of any changes in plans through different communication methods such as face-to-face and email

The Scrum Master:

* made sure the Scrum-agile protocol was followed by the team.
* improved the environment and work atmosphere for his team by removing physical and mental roadblocks and by providing great communication skills to help team members grow and overcome hurdles
* facilitated how sprint planning and retrospective meetings will be commenced
* coached the product manager and the rest of the team on how to approach and go about the product backlog
* coached the team to follow a structured sprint cycle: Sprint planning -> Daily Scrum -> Sprint Review -> Sprint Retrospective

The Testers:

* ensured the product quality by testing the functionality and reliability of each implemented user story in the product
* effectively communicated with the rest of the team (especially developers) about the tests that have failed, and how the team can approach coming up with a solution
* worked swiftly to change the testing requirements when the team called for a change in product details

The Developers:

* developed the initial product using recommended code ceded during the initial sprint meeting
* followed the product backlog based on priority during development
* worked swiftly to change the website from a scrollable page to a slide show-based page when the change was called
* worked in tandem with other developers and testers to put out a competent looking product

# B. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.

The Scrum-agile approach is flexible and customer/user centric. It helped the team focus on the materials that were the most important for the users. During sprints, user stories that were collected in the product backlog will be incrementally implemented into the program. The standard format for user stories in Scrum is, “As a [role], I want [goal] so that [benefit].” These user stories were logged in a certain way to make sure everybody in the team knew the intentions of each user story.

The life of a user story typically follows these steps:

* Creation: User stories are created during the planning stage of a project. They are written by the product owner in collaboration with the development team and stakeholders.
* Prioritization: After the user stories are created, they are prioritized based on their value to the customer and the complexity of implementation. This helps the development team focus on the most important stories first.
* Implementation: During the implementation stage, the development team works on implementing the user stories. They may break down the user stories into smaller tasks and assign them to team members for completion.
* Quality assurance: Once the user stories are implemented, they go through a quality assurance process to ensure that they meet the desired standards and function as intended. It may involve testing the stories through various methods such as manual testing or automated testing.
* Deployment: If the user stories pass the quality assurance process, they are deployed to the production environment where they are made available to the awaiting end users.

Throughout the life of a user story, the development team and product owner can revisit the story and make changes or updates as needed based on feedback from customers or changes in the surrounding business environment.

# C. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.

The Scrum-agile approach is flexible. It can afford to incorporate changes in ideas even during the middle of development. This is undergone by the product owner who changes the requirements in the product backlog, and the developers and testers, who modify product tests and implement the changed/added user stories into the program. Additionally, there was no strict documentation holding the team back from making changes. This change is also easy to facilitate into the project since the protocol encourages effective communication between team members. This made everybody in the team anticipate the changes that were required.

In our case, the backlog was changed to accommodate changes without pushing the schedule by the use of the team’s effective communication and prioritization management. For example, when the product owner called for the project to change into a slide show format, everyone in the team was voicing their concerns and plans to tackle potential problems (effective communication), and this change became the number one priority since it was a vital feature requested in a user story (prioritization).

This can’t be done in the waterfall methodology since it forces members to strictly follow the initially made documentations.

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

Dear Tester,

While testing the recently done website, please take note on which criteria that passed or failed accordingly. For the criteria that failed, please include a detailed description why the criteria failed. If there are any additional improvements or recommendations that come to mind, don’t hesitate to reach out.

Thank you.

This is an effective way of communication because it clearly states the purpose of the testing, provides specific instructions for the tester to follow, and encourages the tester to provide detailed information about any issues that are encountered. The message also includes a request for additional improvements or recommendations, which shows that the sender is open to feedback and willing to consider ways to improve the website.

# E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.

There are a number of organizational tools and Scrum-agile principles that helped our team to become successful. Some of these include:

* Product backlog: it is a prioritized list of work that needs to be completed in a project. It helps the team to focus on the most important and valuable work and to prioritize and plan their efforts accordingly.
* Sprint backlog: the sprint backlog is a list of work that the team plans to complete during a specific iteration or "sprint." It helps the team to focus on smaller and more manageable sets of work.
* Daily stand-up meetings: Daily stand-up meetings, also known as "scrum meetings," are short, focused meetings where team members discuss their progress, any obstacles they are facing, and what they plan to work on next. These meetings help to keep the team aligned and focused on the work at hand.
* Retrospectives: Retrospectives were the meetings that were held at the end of sprints or to reflect on what went well, what could be improved, and what actions should be taken to improve in the future. These meetings help to identify and address issues or challenges that the team faced, and to continuously improve their processes and practices.

The Scrum principles were the most influential aspects of the whole project that led to the project being successful. Some of the principles include the following:

* The highest priority of a scrum team was to satisfy the customer through early and continuous delivery of valuable software, in this case, website
* A scrum team welcomes change in requirements at any stage so long as it satisfies the customer’s desires
* Businesspeople and developers work together thoroughly and throughout the project development timeline
* Every scrum team member should obtain the right tools and collaborative equipment, in addition to trust and support throughout the development of the project.
* A Scrum team will try to provide a working software at the end of each sprint cycle. This ensures that the team progresses the project after every sprint
* Developers are responsible for giving attention to technical excellence and good design principles, as well as collaborating with other members so that everybody in the team is on the same page.
* A Scrum team aims towards simplicity instead of maximizing complexity in a project
* A Scrum team is a self-organizing team and does not need inspiration from the outside to get sprints going.
* A Scrum team comes together regularly and reflects on how everything went in order to improve and adjust sprints in the future.

# F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.

## Describe the pros and cons that the Scrum-agile approach presented during the project.

Pros:

* Every team member had an open mind and was ready to adapt to change
* Every team member was open to collaboration and collaborative activities
* Every team member was committed to hit sprint goals at the end of each sprint
* The process of delivery was quick and efficient
* It is fast moving development process

Cons:

* It is not as structured and future driven as waterfall methodology; thus, it is very hard to predict the final outcome as the team will likely encounter lots of changes in plans.

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

The Scrum-agile approach was the best approach for the SNHU Travel development project. It helped the team adapt the product when there came a needed change. It promoted communication and collaboration so that everything in the product and every member surrounding it was up to date. It made the developers design code that is flexible. Even if the project might fall behind if a member decides not to show up or be it not easy to predict the end product of a Scrum-agile based approach, we can be confident that it will live up to its intended expectations, that is, satisfying the customer.

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