CS250 Sprint Review and Retrospective

Eyoel Tesfu

Southern New Hampshire University

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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.

# 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.

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.

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

JIRA was the project management tool that the team decided upon to use. It provides a collaborative environment for a team to finish projects and is very easy to structure a Scrum-agile methodology around it. It synchronizes data and instructions so that everything is up to date for the team after every minute change. It tracks and points out issues so that it can’t be overlooked by the team. In my opinion, JIRA is one of the most competent software a Scrum team can use.

Email was also another tool the team utilized to communicate with each other outside of meetings.

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
* Business people 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.

References

Dhawan, A. (2022). *Know all about user stories in agile product development*. https://www.netsolutions.com/insights/user-stories-in-agile/