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CS -250

Final Project

**Sprint Review and Retrospective**

In the Agile methodology the Scrum Master has varied responsibilities, one of those responsibilities is to conduct a sprint review in retrospective. Acting as the Scrum Master, I will aim to conduct a sprint review and retrospective on the work perform as the developing team in charge of the SNHU Travel project. To complete the review of the projects the following prompts will be discussed how the Scrum-Agile approach impacted the development of the project, applying roles, completing user stories, handling interruptions, communications and organizational tools. Finally, we will discuss the effectiveness of the Scrum-Agile approach to the project.

First we will discuss how the various roles of Scrum-Agile contributed to the project. To begin with we will summarize the roles of a scrum-agile team. A scrum-agile team is a small team of individuals with specific roles working on a project. Ideally there are no more than 10 people to a team, the roles in a Scrum-Agile team include a product owner, a scrum master and the developers. The aim of a Scrum-Agile team is to break the project into small pieces, organize these pieces and work in two weeks sprints to complete the project within its projected timeline.

The Product Owner is responsible for communication between the team and the stakeholders, balance team needs and stakeholder expectations, prioritize the product backlog and manage budget and the timeline of the project. We can see the role of the product better reflected in the gathering of user stories during our SNHU Travel project. Where our product owner would ask questions that delve into the details of what the users were visualizing as their new platform functionality. We further see the communications responsibilities when they handled the questions of the developer during the project. And their focus on keeping the project on time can be seen when the user decided on a fundamental change to the project and they called a scrum meeting to clarify the needs of the stakeholders, the impacts of this change to the project and the implications to the overall progress made and the timeline of the project.

The Scrum Master role is somewhat more subtle in both their presence and responsibilities. Their role aims to facilitate the process of completing the project. Coaching when needed, removing impediments and upholding the scrum principles which ca include planning the sprints, daily scrum meetings, sprint reviews and providing the tools needed by the development team. During our project we saw the role of the scrum master in our discussion of the daily scrum meeting where we observed and discussed how this type of meeting is conducted, its aim and how a Scrum Master balances out their responsibilities and their team’s needs*.*

Then there is the development team, this part of the team in the case of our project consisted of a developer and a tester. The development team is the one working on the deliverables of the project. Usually working collaboratively and self-organizing they bring their unique expertise to the project. In our project, we saw how the developer and tester communicated directly to quickly correct the product based on their findings. This relationship was one of the most crucial ones to keep open communication on our project, since their work directly affects each other having that open channel of communication helped the overall efficiency of the project.

Our next discussion point will be how the Scrum-Agile approach impacted the completion of user stories. For this discussion we should first discuss what the Scrum-Agile approach is. The Scrum-Agile approach is an iterative, collaborative, feed-back driven method to break down projects into small manageable pieces that prioritize user needs and relies on continuous improvement to ensure product quality. For our project we had our product owner and scrum master collect the users’ stories. Once collected every user story was given a priority level which would determine the order in which they would be worked on. Just using this set up shows the impact of the Scrum-Agile approach. Each user story is a small piece of the overall project, which would be worked on during a sprint. In this sprint review it should be made clear that the item that this sprint focused on was the one with the highest priority and at the end of the sprint we have successfully delivered on that item. Clearly the Scrum-Agile approach was successful for our project.

Our project faced a big interruption, that was the stakeholders changing their initial requirements and therefore the direction of the project. The Scrum-Agile method proved to be an advantage in this regard. The nature of the Scrum-Agile method allows for sudden changes due to the constant feedback loop built into the method. Therefore, handling interruptions poses a small inconvenience to the project if the required change is within the skills of the development team. For our project, the change in direction of the client was well within the skill of the development team and the timeline of the project remained unaffected, and the sprint was overall successful in delivering the requested product.

Within the Scrum-Agile methodology a critical aspect of its overall success is the use of communication in many forms. The communication of between the Product owner with the stake holders and the users set the project for success by collecting the user stories that drive the requirements of the project. As the Scrum Master the communication of the team falls to me. The use of daily scrum meetings is essential in keeping the lines of communication open within the team. We share our progress and our difficulties; this keeps the team appraised of everyone’s progress and opens the way to collaboration among the team on those items which pose a problem. Along with communication, organization and planning falls to the Scrum Master. The main planning tool I chose is Monday. This tool allows the team to track their task, see who is assigned to a task, track deadlines and important dates, and it allows me the ability to set up automations that can increase communication in a more efficient way.

After reviewing how the Scrum-Agile approach has impacted the different aspects of the project, all that is left is to review the overall application of this method. In the application of the Scrum-Agile method to the SNHU Travel project we can see the method allowed for flexibility to changing requirements, open and clear communication within the team and encouraged collaboration within the team. Though the method did allow the team to handle the change in direction for the project this could have proven to be a big problem if presented later in the project’s timeline whether the communication line is open some form of limit should be set for changes of that magnitude. Considering all aspects of the project and the overall result, the use of the Scrum-Agile method was the best approach for this project since the project was relatively small, the user stories were self-contained and the team working on the project was a good fit for the method. However, I would be cautious of generalizing the use of the Scrum-Agile method for all projects, specially when or if restructuring would be needed.

References:

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile: Principles and Practices for an Adaptive Approach*. Wiley.