Sprint Review and Retrospective

Travis Barbur

Southern New Hampshire University

CS-250: Final Project

Erin Tirrell

June 15, 2022

When we start talking about a scrum team, we can think of a group of people who collaborate to complete projects and deliver products to the client. A Scrum-agile team consists of a Scrum Master, the product owner, and a development team. Recently, we were assigned to a project that involved trendy, niche vacation packages. SNHU Travel is a booking agency for people who are looking for vacation getaways. SNHU Travel agency reached out to our agile team to see if we can provide services to their website within a certain amount of time. Let's first start by discussing what a Scrum Master is, what a Scrum Master does and what the Scrum Master provided to the Scrum-agile team during the SNHU Travel project. A Scrum Master is someone who helps facilitates the visionary goals and direction to help support the agile team.

The Scrum Master's sole purpose is to make sure the companies' values are in alignment to adhere to sprint goal effectiveness. During the SNHU Travel project, the Scrum Master helps to advise on-time team meetings, promote positivity, team morale, and transparency, and remove impediments that may cause turbulence within the agile-team function. The next role in an agile team is the product owner. The product owner is someone who identifies what the client wants and how they can create a road map for the development team. The product owner is responsible for gathering the user requirements that are needed for the SNHU travel booking project and maintaining the product backlog. In an agile team, the product owner will provide updates to the product backlog in iterations after discussing it with the client. The goal of a product owner is to bridge the gap between the SNHU Travel clients and the development team.

The development team has developers and testers. A developer should view the lens from the customer's perspective and get a full understanding of what the product owner is relaying and how the product should be implemented. It's important to have all the latest information

from the backlog. In addition, the developer could suggest more detail or a plan that can highlight a visual road map for the agile scrum team.

At first, the SNHU Travel agency had a list of ideas, needs, and wants as to how they would like to see their website travel destination plan. Sometimes the original plans might start in one direction but can quickly change based on new data information. In having good communication with the product owner and tester the project should work as planned.

Again, these agile sprints work in iterations so there's time to adapt, interact and re-shape new strategies if needed. Furthermore, the SNHU Travel agency wanted to aim its focus toward detox and wellness destinations. The product owner updated the backlog with the latest intel and then the developing team would discuss the new updates and strategize a new plan moving forward. The tester is the last role in the development team. A tester must truly understand what the customer wants through the user stories. There's a pass or fail in a testing environment that can help alleviate the overall quality of the product and in return to create test cases to solve future problems. When the tester implemented new images for the destinations slide, they had to be tested for size, color, and making sure the buttons worked appropriately.

When using a Scrum-agile approach, the user stories were straightforward when inputting data into the backlogs.

It took time to think about what the end-user wanted but just getting the initial requirements on the board helped to visualize what was needed. In a Scrum-agile approach to the SDLC to completion, I had a series of steps. The product owner would collect the data from the end-user and place the information in the backlogs. The development team would consult and prioritize the backlogs. Moreover, the team would plan accordingly in deciding how long it would take to complete a task. Team meetings occur daily for fifteen minutes with the Scrum

Master facilitating the team to ensure company values are secured. If someone is causing disruption the Scrum Master will pull the individual aside and talk with them about the issue. The issue may be nothing troubling, but this is part of the process if a problem arises with the tester. For example, there could be a functionality issue and the developers say, “it’s okay, don’t worry about it” and the tester could snap back and say, “this is my job and I need to make sure this works as it should.” At this time the Scrum Master will need to step in to mitigate the issue to get the team back on track.

The Scrum-agile approach allows for interruption and direction changes only when new updates come in from the product owner. The product owner will get new information from the client and that information will get updated in the product backlog. In a Scrum-agile environment, there are iterations so there’s room for this type of hurdle in the sprint planning. If the development team needs to revisit earlier work and implement new changes it can be done. Once the new changes are complete the testers will have to compile the user stories and create a series of tests to show whether it passes or fails.

My first approach when communicating with the team is to be polite, listen, and be concise in what I am saying. My words need to be clear, and I need to be direct when I am speaking to the team. For example, “as a Product Owner, I've spent a lot of my time in market research and developing relationships with many clients. While maintaining and building a strong foundation I’ve also been researching and documenting the requirements. Instead of me providing all the requirements at the beginning of projects by doing extensive research in a waterfall practice. We're switching gears by moving forward with a sustainable agile model. I'm going to gather the requirements from our clients and follow up in iterations. The product backlogs can easily be implemented in Azure Boards or Jira to display user stories, backlog

items, requirements, and more." This way we have more transparency as a team, and I can answer any questions the team may have about the product.

To me, I've provided exact information regarding my position as a product owner and getting the ball rolling with the team. The interaction with the rest of the team would be open, sincere, and constructive when speaking with them. For instance, "hello team, I hope everyone had a nice weekend. I wanted to share the latest changes about the last update we all discussed. Is it possible to change a couple of destination images and make the click icons smaller?" Again, this would be a scenario where I was asked to join a quick meeting with the development team regarding an important update.

One of the reasons why our team is successful is because we've incorporated Azure Boards as our means of keeping up to date with the product backlogs, work items, priorities, and more. The other reason why our team is successful is because of the principles we have incorporated. To name a few we have incorporated:

- All team members will treat each other with respect
- Personal cell phones will remain off during the duration of the meeting
- Allow whoever is speaking to kindly listen and not interrupt
- Work as a team and ask questions

If we build good standards and practices, then we should be able to create an environment where everyone has a place to be heard.

Respecting one another is one of the key aspects of a positive work environment. The scrum board will also allow us to plan out the workloads and prioritize as needed. Scrum events consist of sprint planning, a daily scrum meeting, a sprint review, and a sprint retrospective. There's a fifteen-minute meeting the team will have to determine who is doing what. Then,

there's a time carved out to provide updates to create a plan for any improvements before the next sprint.

The effectiveness of the Scrum-agile approach to the SNHU Travel project was done in iterations so it made the project easier to navigate when there was a change from the client. An advantage of the Scrum-agile was the overall team transparency, time flexibility, adaptation, and team feedback. The agile method provided a smooth and a safeguard to the project if a new change had to be discussed and executed. I believe the Scrum-agile approach was the best method for the SNHU travel project. The reason for this is that the project was changing quickly due to the customer data information that was collected to make the website a "Top Destination" to a "detox/wellness Top Destination." If we were to use the waterfall method, I don't believe the customer would've been happy with the original idea and not being able to change to something different.

References

Overveem, B. (2016, July). *Characteristics of a Great Scrum Team*. Scrum.org. Retrieved May 12, 2022, from https://scrumorg-website-prod.s3.amazonaws.com/drupal/2016-08/Characteristics%20of%20a%20Great%20Scrum%20Team.pdf

Charles G. Cobb. *The Project Manager's Guide to Mastering Agile: Principles and Practices for an Adaptive Approach*. Wiley, 2015. *EBSCOhost*, https://search-ebscohost-com.ezproxy.snhu.edu/login.aspx?direct=true&db=nlebk&AN=937009&site=ehost-live.

What is Scrum: A guide to the most popular agile framework. Scrum Alliance Certification. (n.d.). Retrieved June 15, 2022, from https://www.scrumalliance.org/about-scrum