Sprint Review and Retrospective

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6/23

Sprint Review

After looking at the most recent build, the scrum team has done a good job at implementing some features that were requested during the meeting. Their open communication and effective problem-solving skills have allowed them to complete the top 5 travel location feature based on profile, price, and recent trends. While building this system it was important for the development team to focus on user stories and generate Class diagrams. This helped the team organize the system before any code was written, which allowed them to foresee problems and adjust accordingly. The Planning Poker activity was important for estimating the total time required for features described in the user stories. During this event team members were able to produce estimates without outside influence and a consensus was reached for each user story. The development team found they had a difficult time creating the user stories at first because the requirements given to me from the Product Owner could have been clearer, or I could have asked more questions. Either way, the Product Owner did a good job communicating their requirements and requested features during subsequent meetings and emails. The Product owner did a good job communicating with the scrum master and the stockholders on their vision for the product. It was important for me to have effective communication with the Product owner because it allowed me to relay information to the developers faster as well as update the owner on the current state and progress of the product. While the current features we have implemented are good, we should keep looking for areas in which we could improve going forward with development. Maintaining product security and functionality is a must, so we should be especially detailed when collecting user data. We should also focus on being transparent with what we do with customer data and we should not share it unless express permission has been given. Moving forward, lets keep up the good communication and don’t hesitate to reach out if you have any questions or concerns with the future of the project.

Sprint Retrospective

The Scrum agile team worked well together, and it was easy to realize the scope and purpose of the project when everyone was on the same page. On the development team, they utilized the correct communication channels, worked on problems in pairs when a blocker was met, and supplied effective information during the daily stand-up. One way the team utilized the proper communication channels was when deciding on rules for the development team. I was able to directly message our Project Owner Anthony and suggest some ideas like adding sensory equipment to the office to help reduce stress. He responded promptly manner and reached out to the rest of the team to respond and provide their own ideas. This ease of communication kept the main channels clear while developers were able to connect one on one more effectively. Our scrum master was not present at the time, so I may be getting a promotion in that regard. The Scrum Master did a good job at organizing the daily standup and providing help and assistance while staying out of the way. This allowed the development team to be creative and find better solutions to problems. Daily stand-ups were very important during the development lifecycle and the Scrum Master did a good job at organizing and running them in a timely manner. Tasks that had been completed as well as those being worked on were shared to the whole team. This allowed developers to gain a more complete understanding of the system and reach out to other team mates if they ran into problems. The Scrum master’s attention to detail allowed them to keep the Project Owner Anthony up to date on the progress of the project and utilized effective communication between the development team and the Project Owner. The Project Owner did a good job at explaining the vision of the project while not being too overbearing on the Scrum Master or development team. They did a good job of balancing expectations and provided effective communication when delivering requirements or features. The Stockholders did a good job at providing feedback for the product owner as well as suggesting features for the Project Owner to relay to the Scrum Master and to the Development team. The agile system utilized was invaluable while researching user stories and working on the applications main flow. User stories were able to be generated and were reviewed for discrepancies and errors. Team members collaborated well when they ran into problem deciding on the size of the stories and adequate thought was put into each one. In particular, it was easier to gain a more complete understanding of the system when we looked over user stories and decided how the logical flow of the application should progress. It was easy to see where simple quality of life improvements could be made like allowing the user multiple password attempts, authentication, and the ability to easily reset their password and account information. The team ran into a couple different problems that threatened to hamper development. The Scrum Master was not present during the scrum team rules meeting which impeded the teams ability to make decisions. This delayed development because the scrum team could not decide on which rules to use. The problem was solved when the product owner Anthony stepped in and started organizing development. Anthony did a good job at listening to every team members ideas and was helpful when trying to come to a consensus about which rules to use. All in all, with the cooperation of each department doing their best to realize the success of the project, SNHU Travel has a productive and efficient future with ChadaTech.