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Final Project  
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Sprint Review and Retrospective.

1. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project. Be sure to use specific examples from your experiences.
   1. Product Owner: The product owner was responsible for the initial interaction with the client. They asked the client for the specifications of the product and what they are hoping to achieve. The product owner was also responsible for creating and prioritizing the product backlog. They helped contribute to the success of the project by asking customers for their input on questions such as “if we were to update our tools and offerings, what would you like to see?”
   2. Scrum Master: The scrum master was responsible for assembling a team to produce the product, as well as assisting in creating a team charter and scheduling scrum events. The scrum master was responsible to ensure that the team was upholding agile methodology.
   3. Developer: The developer contributed to the success of the product by attending daily scrum meetings, which helped the entire team understand how they were progressing. The developer used the backboard to arrange user stories, which gave a visual representation of what stories have been completed, which ones were being worked on to complete, and which ones still needed to be completed.
   4. Tester: The tester contributed to the success of the SNHU Travel project by working diligently and by ensuring that the appropriate sprints could be labeled as “done”. When a change to the product was announced the tester was able to update their test cases in order to account for these changes.
2. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion. Be sure to use specific examples from your experiences.

A scrum-agile approach helped each of the user stories come to completion by ensuring that the user stories weren’t dependent on each other, and that they would be easily implemented. Agile ensures that user stories are independent by having be tested individually as fully-developed parts of the entire project. For example, the user stories “set price limit” and “destination categories” are both from the same project; however, they are not dependent on each other, meaning that no user story has to be completed or implemented in other for another to be implemented.

1. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction. Be sure to use specific examples from your experiences.

A scrum-agile approach supported project completion when the project was interrupted and changed direction by referring to one of the agile principles, “embrace change”. The agile approach implemented this principle by planning with the expectation that change will occur. In my experience, when it was announced that we should shift our focus to more detox and wellness-based travel locations, agile enabled us to implement this change with relative ease. Since scheduling and user story planning was done with the expectation that change will happen, we were able to shift the priority of the backlog in order to implement this new change.

1. Demonstrate your ability to communicate effectively with your team by providing samples of your communication. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.

“Iterative Development: Iterative development is the practice of breaking down bigger projects into smaller parts. This ensures that a working product is developed at the end of each iteration, by adding features one at a time. This will be extremely useful when developing because it allows us to implement changes much more easily because we ensure flexible product development.”   
I demonstrate my ability to communicate by breaking my thought down into three parts: what I want to implement, what it is that I want to implement, why I want to implement this. This is effective because it lets my team know “what” and “why” in one simple paragraph that is easy to read.

“I agree that we need to focus on a test-driven development approach; however, I do believe that we must also introduce iterative development so that we can produce smaller parts of the project, thus keeping development progress steady.”  
I demonstrate my ability to communicate by stating my thoughts in a clear and concise manner. Firstly, I give my response “I agree…approach” which lets the user know my overall response to what I am agreeing to. Secondly, I state “however, I do believe that…”, which lets the user know that I believe something should be added, why it should be added, and how it would help.

1. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful. Be sure to reference the Scrum events in relation to the effectiveness of the tools.

The organizational tools and Scrum-agile principles that helped the team be successful were according to the agile manifesto. Prioritizing “individuals and interactions over processes and tools”, “working software over comprehensive documentation”, “customer collaboration over contract negotiation”, and “responding to change over following a plan”. Daily scrum meetings prioritized “individuals and interactions over processes and tools”, by having the team hold a daily face-to-face meeting. These meetings did use tools such as whiteboards to display the backlog; however, human interacting was prioritized so that the team could understand where they are in the development process, with the use of three questions. Sprint planning prioritized “working software over comprehensive documentation”, by having the sprints ensure that working software would be provided with minimal planning towards the deadline. Sprint reviews prioritized “customer collaboration over contract negotiation”, by allowing for change so that the customers are satisfied without demoralizing the development team. Lastly backlog grooming helps to prioritize “responding to change over following a plan”, by accounting for change when grooming the backlog, without finalizing the backlog order.

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

The scrum-agile approach was affective for the SNHU Travel project because it encouraged customer and client interaction, allowed for change, and helped with prioritization. Firstly, the agile approach encouraged customer and client interaction by consulting with customers to discuss features, and by providing progress reports and working software to the client. Secondly, this approach welcomed change and helped with prioritization when the client asked for detox/wellness travel destination. It was affective at shifting priority so that these changes would be able to be implemented as soon as possible, with little to no bottlenecking.

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

The pros that the scrum-agile approach presented during the project were customer involvement and collaboration. The cons that the scrum-agile approach presented during the project were adaptability. Firstly, agile allowed for user stories to be created which were used to enhance the quality of the product according to customer feedback. Agile allowed the entire team to work collectively and collaboratively, this increased productivity and helped the overall project succeed. Lastly, the agile approach allows for change to occur and in in some circumstances, expects change. This adaptability is good when the project doesn’t is on a flexible timeline that can easily be manipulated with not much repercussions; however, this was not the case for the SNHU Travel project because there was a set date from the beginning, five weeks. This made it difficult to allow for change and to implement it without affecting the deadline, thus having the developers rush, which resulted in increasing the likelihood of mistakes within development.

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

A scrum-agile approach was the best approach for the SNHU Travel development project; however, I believe that the project could have taken some inspiration from the waterfall approach. Since there was a strict deadline set at the initial meeting between the product owner and the client, I believe that more rigid planning could have been done, to prevent excessive change from being proposed. I believe that the project benefitted more from the agile approach because it encouraged the team to interact, which sped up the development process. Agile allowed development and testing to be done with minimal bottlenecking, thus increasing productivity.

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