Sprint Review and Retrospective

Now that the product has been delivered the team will sit down for a Sprint review and retrospective. During this time we will discuss lessons learned. We will focus on what worked, what needs improvement, and what didn’t work.

As Scrum Master, my duties were to facilitate communication between all members of the team and ensure the sprint is moving in the correct direction . One of the most helpful practices that was implemented was the use of daily stand-ups with the team. This allowed all members to voice their concerns about issues. Keeping everyone informed outside of the standup was accomplished with a centralized Scrum board that was visible to everyone. This was updated constantly to ensure that the information was the most up to date.

Our Product Owner’s goal of gathering information from clients of our product was done through regular focus groups and meetings. As features were developed, the product owner reviewed them with the rest of the team and we all discussed what could be done better and what worked well. Sometimes the features needed to be modified based on current trends and changing goals. The product owner did a good job talking with developers since everything was very dynamic and changing. One such change was the pivot from a generic travel website to a website that focused on wellness retreats and vacations. This change was discussed with potential users first, and then the product owner came back with a list of features they would like to see implemented in the new design.

The Developers worked tirelessly to create a solid piece of software. By working closely with the Testing team, they were able to meet all the requests of the product owner within the sprint period. Testers provided critical feedback to developers, helping them to identify bugs and tighten the code. In order to create test cases for each new feature, the Developer team modified the expected results of the user stories with the new wellness vacation requirements. At the end of the sprint, the Developer team delivered a working product to the product owner.

When the user stories were made available to the team, it allowed them to focus on developing the most important stories first, ensuring that what the product owner considered most important was accomplished first. Thanks to the agile approach of the development team they were able to complete items of all priority levels. Even with the change mid project, the development team and tester were able to satisfy the clients’ needs.

The Agile method allowed the product owner to came back with changes to the final product based on user feedback. The team was able to make the necessary changes quickly and efficiently, without losing any traction in the sprint. The product backlog was able to be modified with the new features based on the relevant feedback. If this were still the waterfall method the team would have to wait for the final product to be delivered first.

As scrum master, communication is what kept the project moving until the successful product delivery. Simple email communication kept everyone in touch at all times, while maintaining an information radiator allowed all team members to see overall progress. Daily standups gave everyone a voice, and as scrum master I facilitated those standups to ensure everyone stayed on track with the project. Communication was the key on ensuring all moving pieces were efficient.

Just like anything, there are both positive and negative aspects to a system. An agile approach encourages self-sufficiency and self-direction, as opposed to a waterfall approach. This helps give team members ownership over their work and is supposed to help create a better product.. However, some people prefer having a clearly defined leader. The team is in charge of leading themselves and completing their required tasks. While the scrum master disseminates information to the team regularly, the team is expected to communicate important information to one another, and this is done more easily in a team that essentially runs itself. During our sprint we had no issues with teams not contributing to the goal, but I could see how that could be an issue with a team that is not cohesive.

In the end, an agile approach was the best approach to use for the SNHU Travel website build, as shown by the speed with which the team refactored the project when the product manager requested a change. There were many features that needed to be developed for the Travel site, but not all of them were of high priority. Being able to break features into stories, have developers work on them through the sprint, and get immediate feedback for what worked was key to delivering the finished product on time.