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Sprint Review and Retrospective

When it comes to the various roles within the scrum team, they all help support the success of the SNHU travel project. If we start with the product owner and why they are important to success. The product Owner is in a way the bridge to the consumer and the result of the product. They can communicate with the team as to what their consumer would like to have as part of the experience. The product owner is also responsible for the product backlog which includes ordering items to achieve the goals and missions. The backlog is also transparent and shows what will be worked on next. They are also the representation of the businesses need as well.

The scrum master is the next role that will be touched, they are the ones that have a huge responsibility to the development team. They help coach the team to understand agile to the best of their ability. They are also responsible for ensuring that the product owner knows how to arrange the backlog. The scrum master is a huge supporter to the team, so that they don’t lose focus on the goal. They do that by removing the obstacles in the team’s way and facilitate the events.

The last, but not the least part of the puzzle of scrum would be the developers. The developers make the application and test it out as well. They are a single entity, much like Legion from Mass Effect. They are cross functional and are equally capable of performing any task that might need to be done. They work together and cohesively to ensure that the deadline is met. They are also able to work out bugs together and are self-organizing throughout the whole process.

The scrum agile approach helped each user’s stories come to completion by looking at the features that the client wants. The higher the priority of the task means that they should be able to complete that first. This also takes out the guest work for the developers because they are removing many uncertainties. If the client does not like a certain feature, the team is able to make changes as it comes up. This is shown when we first got the user stories and then not too much later, they changed.

The scrum approach supported the completion of the project, because like I stated before the agile way allowed for the team to change things with little to no issue. The team did not have to wait until the end to change what needed to be changed or fixed. An example of that would be when they wanted to put health resorts in. The ability to communicate effectively with my team was very important. I believe in transparency within the team for any fixes that need to be made. Another way was by continued meetings and communication within the team.

Samples of communication would be with the daily scrum meetings. Another way is an information radiator within the team’s workspace. All of this is the best way to ensure that communication is done within the team. On a personal level I think that the best way to communicate with the team is in person, but that doesn’t mean virtual meetings are out. The scrum master should be ensuring that the team communicates with each other.

One of the important organizational tools that help the team be successful is the user stories. The stories help the team see what the top priority is over the other. Another organizational tool that helps the team is the burndown chart. The burndown chart allows for the team to see what still needs to be completed and allows for easy tracking of the process over emailing. Lastly would be the scrum meetings, this allows the team to come together and refocus on the needs to be done, fixes needed, and the help on issues.

The scrum-agile approach for the SNHU travel project is very effective and is considered a success. We needed the flexibility to change the project around with very little to hinder the process, this was due to the changes sent our way towards the end of it. Some pro to the scrum is less time and less money overall and as stated above the flexibility. It also allows the team to break large projects into small pieces to be more manageable. The clarity with the user stories and the scrum meetings were very helpful as well.

A disadvantage would be to the required adopting that is needed to those new to agile. Agile sometimes allows more freedom. Freedom can lead to project deadlines being missed, because developers might try to put in more and better features. If the team does not communicate with one another can cause an issue as well. Another disadvantage would be if the team is not understanding agile or want to commit to it would inevitably cause project to fail.