**Jarvis Redd**

**CS-250**

**Final Project**

**06/23/2024**

**Sprint Review and Retrospective**

**Applying Roles**

Throughout Software Development Lifecycle class, we explored several roles that makeup a scrum-agile team. The roles include scrum master, product owner, tester, and developer. All these roles play an important part in ensuring a project is completed and all the clients’ requirements are met.

**Product Owner**

The Product Owner is very important while working on a project. The Product Owner is responsible for prioritizing the product backlog. I was responsible for defining the vision. An example of this is when I prioritized a user story for a new booking service based on the clients’ feedback which improved customer satisfaction.

**Scrum Master**

As the Scrum Master, I led Scrum events, removed obstacles, and ensured that the team followed the Agile principles. I ensured that stand-ups were accomplished to track the progress and address blockers quick and efficiently. The meetings consisted of a review of all the potential stories that would be a part of each sprint.

**Development Team**

The Development Team consisted of developers, testers, and designers. They each had to ensure that they collaborated effectively to deliver increments. Each member of the team contributed to the project’s success. The front-end design developers worked closely with each other to create a seamless user experience. The back-end developers ensured the functionality and security. For example, when a bug was discovered, the team quickly reorganized their tasks and fixed the issue without affecting the sprint goals.

The Scrum-Agile approach contributed to the success of the user stories by promoting communication and continuous feedback. An example of this is when we had to create a user story involving a search feature for travel destinations. We had to break it down into smaller tasks. This allowed us to be able to communicate with the Product Owner and testers to make sure that it was working and met all the Product Owners’ requirements.

Scrum Agile flexibility was very beneficial when the project had interruptions. The Scrum framework allows team members to adjust quickly and re-prioritize the product backlog and adjust the sprint goals. This adaptability can minimize disruptions and keep the projects on track.

Having effective communication was essential to the project’s success. I used several communication strategies to encourage transparency: The first strategy was daily stand-ups, these short meetings allowed team members to share their progress, discuss any difficulties, ask for help, and ensure the requirements were being met. The second strategy was sprint reviews. This review provided a way to demonstrate everyone’s completed work and collect stakeholder’s feedback. For example, presenting the booking system to the Product Owner and tester allowed us to receive feedback on it and showed us what needed to be updated. All these meetings inspired reflection and improvement by discussing what was going well and by deciding what areas needed improvement.

There were several organizational tools and Scrum-Agile principles that helped all our team to succeed: The first organizational tool that helped was JIRA. JIRA was used for backlog management, sprint planning, and keeping track of the progress being made. JIRA provided the projects status and worked as a task management tool. The second organizational tool that helped was Confluence. This tool allowed us to write down the requirements, share knowledge with each other, and collaborate on the project. The third Scrum Agile tool that helped is Scrum Events. The organized Scum events provided the framework for effective communication and partnership. These events ensured that the team stayed on track and focused on delivering value.

The Scrum-Agile approach showed many pros and cons during the SNHU travel project. Some Pros include the ability to adjust to changing requirements, able to accept feedback from stakeholders and Product Owner, and being able to collaborate. All these pros are crucial to completing a project for a stakeholder and Product Owner. Being able to communicate effectively and work as a team is crucial at times like this. Without it, the project would fail, and everyone would be dissatisfied. Some of the cons include transitioning from a waterfall to an Agile methodology which can require time and a lot of effort to adjust to the new processes and tools. The second con includes scope creep. Which is when a stakeholder adds on to the requirements after the timeline has been established.