Jasper Conneway

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Professor McWain

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Sprint Review and Retrospective

In a Scrum-agile Team, various team members with their respective roles contribute to the success of their Scrum projects. A Product Owner is one of the few roles that do this. For the SNHU Travel project, they were able to communicate with users to find out their needs and preferences. To do this the product owner had an interview/user meeting with the users of the travel booking system. They asked questions and requested the customers’ thoughts and opinions on what they thought would make a travel booking system better. To receive feedback from our customers the product owner needed to be kind, appreciative, and honest, and they needed an open mind.

Once they received feedback from our customers, I was able to create user stories. These were essential for the product backlog and allowed our team to create each sprint. They were also helpful for the developers to know what they needed their programs to accomplish. It also helps me know what needs facilitating and how to help the team. Moreover, the product owner can know the current cost and schedule of the sprints and projects. Since it’s adaptable it could have changed but knowing an estimation is typically an executive desire. They were also able to communicate this with stakeholders and determine if any issues arose.

Another role that contributed to the Scrum-agile Team was the tester. The tester created test cases and implemented them to see what was developed correctly and what might need changing. They noticed whether a user story was described well or needed to be updated with more information from the product owner. The tester did this simply by sending an email to the product owner for clarification.

The developer was able to contribute to the Scrum-Agile Team by creating/updating code based on the sprint our team was currently on. The developer communicated with the product owner for clarification on user stories and sprints whenever necessary. They asked the product owner specific questions regarding the profile setting user story. By doing this, they were able to ensure the product was as highly made as possible. For the tester, the developer can get access to their test results and upon reviewing them, can fix any issues they might have seen.

As a Scrum Master, I contributed to the Scrum-agile Team in multiple ways. I set up a team consisting of developers, testers, and a product owner. I also set up our initial Product Backlog to organize the project. Ultimately, I assist with all meetings. For instance, the daily standup meetings. In these meetings, I asked the development team three questions. One, what did you do or accomplish yesterday? Two, what are you going to do or might accomplish today? And three, what obstacles/impediments are in your way? These help the team have something to focus on every day. It helps keep the team motivated and ensures they feel appreciated. It also helps ensure the team collaborates. As the Scrum Master, I spoke as needed and only participated when necessary. At times, I wasn’t at the meeting to allow the development team to be independent. This helps the team by ensuring they feel trusted to do their job and encourages them to find solutions on their own.

There were a few Scrum-agile approaches that helped the user stories come to completion. One was the user meetings the product owner implemented to get them started. After the meeting, I was able to identify the user requests the customers made. The Product Backlog housed these requirements. Next, I turned some of these requirements into user stories that would be implemented in a separate Sprint. When the project was interrupted, like the tester who needed clarification, this was supported by sending an email to the Product Owner. Agile methodology is meant to be adaptable so whenever a project is interrupted, the team is prepared to solve and adapt to issues and changes that occur.

All members of the team can communicate effectively with others using communication practices. Specifically, I used practices like information radiators. They are good to use during daily standup meetings and help keep track of the team's Sprints. Given how they can be displayed, every team member has access and can update information without sending a request to the Scrum Master or Product Owner. They can see information any time they need. I believe this is key to openness and transparency. Moreover, to demonstrate this my group communicated through email and SNHU discussion. As we were geographically separated, we needed a way to communicate effectively. SNHU discussion creates a sense of openness and transparency because it’s easily accessible and any member of the group can create a post and reply to one.

An agile project-management tool can help coordinate and increase efficiency within the team by allowing us to plan, track, and discuss our work. Tools like JIRA and Azure Boards allow a team to assign tasks and track the progress of the Sprint. If a member needs help, another member can see their necessity faster. If a member finishes their work, they can find out where the team might need them the most. This allows products to be completed faster and have fewer issues during the production phase.

There are pros and cons when using a Scrum-agile approach for a development project. Some pros are adaptability, independence with access to help, communication practices, and agile project management tools. There are many more pros, but there are a few cons one might conclude. Some cons can be a lack of vision and scope throughout a project, estimating the costs, and communication being time-consuming. Overall, I believe the Scrum-agile approach is the best approach for the SNHU Travel development project. It's much more fluid and adaptable than the waterfall methodology and the pros often outweigh the cons.