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**CS 250**

**26 May 2024**

**Sprint Review and Retrospective**

#### Applying Roles

During the SNHU Travel project, various roles on the Scrum-Agile Team specifically contributed to the success of the project. As a **Scrum Master**, the primary responsibility was to facilitate daily stand-ups, sprint planning, and retrospectives, ensuring clear communication and addressing any impediments promptly. For example, scheduling regular meetings to discuss blockers and clarifications required for the development team. The Scrum Master’s role is critical in maintaining the flow of information and keeping the team focused on their goals.

The **Product Owner** plays a vital role in connecting users and stakeholders with the development team to maximize the product’s value. They provided detailed explanations of user stories and acceptance criteria, ensuring that the development team had a clear understanding of what was needed. This role was crucial in making sure user needs were understood and communicated effectively, leading to higher user satisfaction and early problem detection. According to Schwaber and Sutherland in "The Scrum Guide," the Product Owner is responsible for maximizing the value of the product resulting from the work of the Development Team (Schwaber & Sutherland, 2020).

The **Developer** focused on implementing the features described in the user stories. Close collaboration with the Product Owner was essential to clarify user stories and acceptance criteria, ensuring that the features met the users' needs. As a developer, I requested early feedback -via the practice email assignment- on code and features from testers to identify and resolve issues sooner.

As the **Tester I** was essential in verifying that the application met the acceptance criteria. Regular check-ins ensured that the testing phase was aligned with development, catching issues early and ensuring quality. I made detailed test cases and bug reports which helped the development team address issues efficiently.

#### Completing User Stories

The Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion by breaking down development into manageable sprints. For instance, during the SNHU Travel project, user stories were used to describe desired features from the user's perspective. This clear communication helped the team understand what was needed and allowed for prioritization of the backlog.

For example, in the SNHU Travel project, the acceptance criteria and detailed descriptions of user actions and goals were particularly helpful in developing initial test cases. According to Silberschatz, Galvin, and Gagne in "Operating System Concepts," user stories with clear acceptance criteria are crucial for effective Agile development as they provide clear, measurable conditions that the software needs to meet (Silberschatz et al., 2018).

#### Handling Interruptions

The Scrum-Agile approach supported project completion when the project was interrupted and changed direction. During the SNHU Travel project, there was a shift in focus to detox/wellness travel. The agile methodology allowed for flexibility through adaptive planning and iterative progress. The Product Owner re-prioritized the backlog, and the development team adjusted the tasks accordingly.

For example, when the focus changed, I as the team re-evaluated the user stories and adjusted the sprint goals to align with the new priorities. This flexibility made sure that the project could continue without significant delays, despite the change in direction. According to "The Agile Modeling (AM) Method," Agile teams embrace change, accepting that requirements will evolve throughout an initiative (Ambler, 2023).

#### Communication

Effective communication was demonstrated through various practices, such as detailed user stories, regular meetings, and clear documentation. For instance, I sent an email to the Product Owner and tester, requesting clarification on user stories and early feedback on the code. This communication was effective in ensuring that everyone was on the same page and that any issues were addressed promptly.

**Organizational Tools**

Several organizational tools and Scrum-Agile principles helped the team be successful. I learned to use Tools like Jira and Confluence to document requests, track progress, and manage the backlog, and that scrum events such as sprint planning, daily stand-ups, and retrospectives were effective in maintaining clear communication and collaboration among team members.

For example, using Jira to document user stories and track their progress can help the team stay organized and focused on their tasks. The daily stand-ups makes sure that any blockers are addressed promptly, and the retrospectives provides an opportunity to reflect on the process and make improvements.

**Evaluating Agile Process**

**Pros and Cons of Scrum-Agile Approach** The Scrum-Agile approach presented several pros and cons during the SNHU Travel project. Some of the pros included increased flexibility, improved communication, and the ability to adapt to changes quickly. However, there were also some cons, such as the potential for scope creep and the need for continuous collaboration, like when it switched to wellness focused, which could be challenging in a remote team setting.

**Determining the Best Approach** In my assessment, the Scrum-Agile approach was the best approach for the SNHU Travel development project. The flexibility and iterative progress allowed the team to adapt to changes and deliver a product that met the users' needs. The focus on collaboration and communication ensured that the team was aligned and could address issues promptly, leading to a successful project completion.

**References**

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