Sprint Review and Retrospective

Student’s Name

Institutional Affiliation

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In this project, the scrum-agile approach is followed. The main objective is to create an application for SNHU Travel and the motive of SNHU Travel behind this project is to expand their client base with new tools with the help of some user stories, created a product backlog and started working on the project. The development team was responsible for designing, programming and testing of the product according to the requirement. The team did an amazing job, collaborated together and developed an excellent application. Theproduct owner is another key role in the team who worked as the business representative. He understands the requirement of the client and the work of the scrum team and acts as an interface to the scrum team for clients. The Scrum Master ensures that the agile methodology is being followed or not, but scrum master should not consider as a manager. The scrum master guides the team in the right direction and helps the development team to self-organize.

In this project, the development team was facing issues regarding some requirements being too vague. The scrum master broke down the requirements into simpler parts which helped the development team to get more clarity about the project. In the Scrum-agile approach, a different SDLC (software development lifecycle) than the waterfall model is followed.

First step is the product backlog and in product backlog, a list of all the features that the developer team have to develop is prepared. The features are sorted according to the priority and addressed as user stories. In the second phase, sprint planning and sprint backlog creation is addressed. The master decides the duration of the sprint in which they release a working version of the product and take feedback from the client. With each sprint, the sprint backlog is filled with the user stories from the product backlog. In the third phase, daily stand-up meetings are fixed where the progress of each spring is discussed. The daily stand-up meetings address the team to discuss the issues they are facing daily in the sprint. The fourth phase is product increment and sprint review and in this, the outcome of the sprint which is a version of the final product is checked with the client and the client give feedback on it. With each such sprints, the version of the product keeps incrementing and the outcome of the sprint is analyzed by stakeholders and clients. Clients and stakeholders give suggestions and sometimes a new requirement is provided to the team. After this phase comes the last phase of retrospective. In retrospective, the good and bad outcome of the sprint is discussed with the team and according to the suggestions from stakeholders and clients, new sprint planning is done and this cycle goes like this.

Most of the times the project was interrupted and a completely new set of requirements were put by the client. In such a situation, Scrum-Agile was a boon for IT. After 2 weeks with the development of a product, the stakeholders put forward some new requirements based on completely new technology. Due to this, development team gets stuck at that point for a while but they have only made a mini version of the product and with new sprint planning, the new technology can be added to the product. This helps in successfully fulling the requirement of the stakeholders.

I have been through different roles in the whole development cycle. Many times I have to deal with client's query which requires strong communication to deliver the right information. Being a part of development also brings elements of communication to the table with clarity in communication and one can put his/her idea in front of anyone.

Many organizational tools are there in scrum-agile approach. One of the most effective tools isJIRA. JIRA can follow up the product backlog, sprint backlog and number of sprints completed. It has a wonderful feature calledburndown chart with which one can monitor the daily progress and shows how many tasks got completed and how many are remaining. It helps in sprint planning and daily stand-up too. The scrum-agile principle of transparency of work can be witnessed with the JIRA tool and specifies which team member is doing which task in what time and can be checked anytime with JIRA.

Being part of whole Scrum-agile approach, one can point out the pros and cons of Scrum-agile approach, starting with the pros Scrum-agile approach is best for projects with dynamic requirements. It can handle changes in the project very efficiently, and regular involvement of clients and stakeholders creates transparency and builds trusts between two parties. The quality of the product is generally better as the product has gone through many iteration before actually coming into production. Now coming to the cons, success of this approach is strongly dependent on the self-organized team members, even if one member is unable to keep up with the pace of work the whole project will slowdown, and hence it requires highly skilled and experienced professionals in the team. The teams are generally small in scrum-agile approach and hence every team member’s importance increases. If one member quits, it can lead to halting of the whole project. This approach is definitely useful in SNHU travel project as the requirements of the client is very dynamic, and the client wants to add tools and increase its customer base. This ambitious objective of client requires approaches like Scrum-agile.