CS250 Sprint Review and Retrospective

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CS250 Sprint Review and Retrospective

# A. Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.

Every team member played a crucial role in the success of the SNHU Travel Project. Each member offered an important skill to the team and helped produce the desired product for the client. The Product Owner keeping in direct contact with the client and then reporting their feedback and ideas to the team helped keep everyone on the same page and know what the end goal should be. The Scrum Master keeping the team together and in constant communication helped ensure there was no miscommunication or delay between the team. The developers and testers worked hard building the website and making sure the website displayed the proper information per the client’s requests.

# B. Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.

When the client had requested an unexpected change in the development process and wanted the focus to be shifted towards detox/wellness centers, this halted development slightly due to the changes being made. However, since this change was communicated as soon as possible, the change was able to be made with little to no hindrance towards delivering the final product by the deadline as opposed to these changes being made at the end of the development process.

# C. Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.

When the client wished that wellness/detox vacation locations be prioritized on the website based on user feedback, the team was quick to adjust. Following the meeting between the product owner and the clients, the product owner was quick to inform the team what the client wants and then lead the team decide what steps were to be taken and made sure the deadline would still be met during the Daily Scrum.

# D. Demonstrate your ability to communicate effectively with your team by providing samples of your communication.

Below is an email exchanged between the Product Owner and the development team.

Hello Dev Team!

As discussed in the Daily Scrum meeting this morning, the client wishes for the website to focus on wellness/detox vacations. This means some changes must be made to satisfy this request. Thankfully, from my understanding based on what everyone has talked about during the Daily Scrum Meetings, this should not be too much of an issue to handle. So far, the website is looking great, and the only change needed would be the focus on vacation types.

I am sure everyone will do their best and we will deliver a fantastic website.

Great work so far team!

Best,

Christy

# E. Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.

The usage of JIRA was crucial for the success of our team. Being able to use a clean, easy to use interface for planning and scheduling made daily tasks and managing workload much easier and more efficient. This program helped the team accomplish their goals and get what they needed to get done, as well as allow them to add additional tasks that needed to be completed in the future.

# F. Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.

## Describe the pros and cons that the Scrum-agile approach presented during the project.

One pro of Agile is that communication is one of the main focuses of this method. Having a clear understanding of the goal, and any changes throughout the development process makes working much easier as a result. A second pro is the adaptability of this method. Clients' needs change, and there will be times when work needs to be redone or scrapped altogether. With Agile, this is much less of an issue as opposed to Waterfall, where changes can often be disastrous. A third pro of Agile is that it is often faster when it comes to developing products, as less prep work is done. A con of Agile is that it is often less predictable. While it is more adaptable, the less amount of time spent planning can often lead to unexpected changes throughout development. A second con is that sometime tasks can become cluttered, and the main goal can be lost from being sidetracked. A third con is that sometimes the demands from clients can put strain on the development team, and this may lead to issues that can lead to a loss in morale, which can lead to a poorly coded product.

## Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

The Scrum-agile approach was the best method for this project. Having dedicated team members for each project task was the best course of action to meet the client’s deadline. Making sure all members were in constant communication with one another during Daily Scrums while also collaborating where needed was incredibly effective in making sure everyone did their jobs properly. As a result, the team delivered a satisfactory product to the client, and everyone improved their skills in their assigned roles.

During the development process, we had to shift the website’s focus towards detox/wellness vacations. Thankfully with us choosing to opt for the Agile method, we were able to easily rollback and make these changes. However, if we chose to use the Waterfall method, we would have had to start from scratch, wasting our time and efforts.

References

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