**Final Project**

**Sprint Review and Retrospective**

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**Sprint Review and Retrospective**

Various roles on my scrum team have contributed to the SNHU travel project's success. The product owner ensured that the necessary changes in the backlog were made based on the project circumstances and stakeholders' feedback. For example, there was a requirement that the software allows unbooking of tickets if the customer wanted to; therefore, a change was inevitable to accommodate the feature. The product owner made sure that the change was included in the backlog. This action ensured that important details concerning the change were noted to provide a satisfactory customer product. Furthermore, as the scrum master, I handled administrative tasks like facilitating collaborations, mitigating hurdles that interfered with the project's progress, and conducting meetings to ensure the project's success. For example, at the commencement of the sprint, meetings were held to discuss the backlog items to be prioritized to ensure each item in relation to their priority level, which facilitated efficiency.

Consequently, the role of the tester contributed significantly to the success of the project. The testers in our team gathered the necessary information, aided in the definition of acceptance criteria, facilitate requirement criteria, and conducted tests. There was a need for the team members to uncover user experience and user interface. The testers conducted an ad hoc test, which successfully revealed it. This significantly contributed to the success of the project. Also, Scrum developers ensured that the scrum board, burndown charts, and impediment log are updated. They also reported to the scrum master impediments to the project's progress and made estimations to user stories approved by the Product owner. For example, after the need arose for changes to be made to the software to allow unbooking of tickets, the team's product developer ensured that the change was updated in our burndown charts and scrum board, making the requirements visible to all members.

Scrum agile approach significantly helped in the successful completion of user stories. One of the essential scrum agile approach features is the creation of a product backlog. The backlog we created contained all user stories that were to be implemented during the project. The user stories were arranged in order depending on their priority. This ensured each user story was effectively implemented in the development course. One of the user stories was, "As the scrum master, I want to add an unbooking feature in the travel software, so that customer can cancel their bookings if the need arises." This story was included in the product backlog and grouped in the order of priority to other stories to ensure that it is implemented in the software. This ensured the effective completion of the stories of such kind. Again, sprint backlogs enabled the group to subdivide the user stories into small ones and turned them into a series of tasks, ensuring all user stories are completed and done efficiently. Burndown charts also facilitated the completion of user stories. Creating the chart enabled members to monitor each user story's status effectively hence practical completion.

While working on our SNHU project, an idea popped up from nowhere that needed us to review the software and incorporate a feature that allows unbooking of booked tickets. Since the change was vital, certain software features had to be changed. The above user story was developed. Daily scrum meetings helped provide various suggestions from members on how to accommodate the change and implement the user story. Each member provided their diverse opinions, which increased the efficiency of the work and promoted collaboration.

As a scrum manager, I had to depict my leadership aptitude by communicating in the best way possible. This can be seen from the following chat I had with some team members.

**Scrum manager:** (opening one of the scrum meetings) I cannot exhaust the gratitude I have for you members for the work you have done so far. So, for today, what should be the objectives?" **Developer:** Today, I am going to complete the data storage module

**Scrum manager:** Great! That's a great endeavor; in case of any difficulties, I urge you to liaise with other members to find solutions. Don't forget to alert me in case of any impediments. I also urge all of you to feel free to share any suggestions or opinions on the project. Thank you! Let's embark on our project mission for the day.

These examples were influential in the context since they appreciated the team's efforts and motivated the members to continue working tirelessly towards the project's objectives. They fostered teamwork among the members by ensuring that problems are solved together, and all members raise their suggestions and issues, which can then be addressed as a unit.

Jira was one of the organizational tools that aided in the practical completion of our project. The software significantly helped since it offered user stories with a generation of reports required for sprints like burndown charts and assisted members in ticket arrangements. The agile principle that requires developers and people to work together daily throughout the project ensured collaboration and teamwork among members. The agile principle states that the most effective and efficient way of information conveyance is face-to-face conversation. This facilitated better communication, turning the software development process into a success.

The Scrum-agile approach was influential in the development of this software. The methodology is considerably easy to rectify and remove mistakes during software development. Furthermore, scrum agile allows for changes to be made since it consists of short sprints. Also, the methodology ensures excellent results since it involves customers. However, the method posed some challenges to us. The test teams had to do regression testing of each sprint to quantify the process, making it hard to implement the strategy. Besides, limited agile awareness among some members meant that some scrum events could not be met as expected. As such, the manager had to spare a considerable period to ensure that everyone was agile conscious.