Final Project Sprint Review and Retrospective

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Final Project Retrospective

CS 250, Tarik Iles

9 August 2023

**Abstract**

In this sprint review and retrospective, we will be discussing the importance of each scrum team member, the scrum-agile approach including tools and principles, communication methods, and the effectiveness of the scrum-agile approach concerning the SNHU Travel project.

The first role introduced from the agile team was Scrum Master. The Scrum Master oversees conducting scrum meetings as well as planning and reviewing phases for the projects they are to oversee. In planning phases, the Scrum Master would go over current tasks and goals of the sprint, whereas in the review phase they would review the most recently completed sprint with the team members to discuss what went well and what would require improvement; during this phase they may also reflect towards the future sprint as an early planning phase.

The next team member introduced was the Product Owner. The Product Owner’s responsibilities are primarily client side as they are the main mediator and form of communication between the client and the rest of the scrum team. The Product Owner oversees meetings with stakeholders to gather information on the product they seek to obtain and then communicate this information to the rest of the scrum team. These meetings could be about new products or changes to current products in development. The product owners’ main focus is to ensure the scrum team has all pertinent information to complete their tasks for the project at hand without micromanaging and taking away the team members’ autonomy.

Next team member was the product tester. The tester runs tests on the product at varying phases to ensure proper functionality. During these phases they may reference user stories which are used to convey the requested requirements from the clients and as they run their tests they will write up test cases that point out flaws or fully functional components of the product that met the user’s requirements. The tester may also communicate with the product owner or users on what information may be lacking from the user stories to better ensure the product is in fact meeting requirements.

Lastly was the developer. As the developer you are the one creating the code to fulfill the project requirements. It is important to communicate with the product owner and tester to ensure you are being given accurate information to fulfill user stories as well as creating functional code that is usable at varying intervals. The developer should ensure they are utilizing all possible methods of communication, so they have all necessary information for the project.

The scrum-agile approach helped the user stories come to completion because of the various methods of communication that are used. In the waterfall approach the project components are heavily dependent on the expertise of one person. In the agile approach each team member is responsible for their own tasks to complete the product together. The user stories are particularly useful to the tester and developer as they give them information on what the product needs to accomplish. The user stories come directly from the client which the product owner will handle meeting with. If doing this with the waterfall method the meetings would be time consuming, and the points would take much longer to be made than in the case of the agile approach. In collecting information for the user stories the product owner would ask questions of the client on what they require the product to be capable of doing and then pass that information on afterwards.

The scrum-agile approach supports projects when changes are made because of the frequent testing being done, daily scrum meetings, and other methods of communication. In the agile approach tests are being run constantly on the project to ensure that the code is functional. The product is made based off user stories, which can change, and when they do then it is easy for the developer to backtrack and make the necessary changes without having to completely re-write the code. In the case of the SNHU travel project, the client changed the direction the product was going. Instead of a wide range of travel being offered to their clients on their site they decided to focus more on health and wellness travel. In this case minimal changes were needed to the code to fit the criteria. The product at hand was already sufficient to meet the client’s original requirements, the developer just needed to update the top travel destinations to make them fit the newly given criteria of a health and wellness-based travel location.

Some of the top methods of communication for the scrum team would be user stories, daily scrum meetings, and weekly sprint reviews. The user stories as previously explained give the developer and tester insight into what the client requires of them when creating the product. Daily scrum meetings are great events to hold at the beginning of each day as they allow the team to gather and discuss their tasks at hand, any issues they are having, or goals they’ve completed or accomplished up to that point in time. Weekly sprint reviews are also great for gathering the team to review the weeks completed. At sprint reviews the team members will capitalize on what tasks went well, what tasks they feel need improvement, and what goals have been achieved. The sprint reviews also allow for a reflection on the upcoming sprint in which the team can begin a pre-planning phase for the next sprint.

Some tools to use could be an information radiator which is a board or wall, an area that allows team members to leave notes for others to see and review. This allows a sense of anonymity for the team members that may be a bit shy or afraid to ask for help, or even for someone who needs to make a quick note of an issue so as not to forget. Tools such as azure boards are digital tools that allow team members to leave notes directly in the code written for the product, like leaving in-line comments to explain the function of the code. Lastly, JIRA is another important tool that is used in the agile method. JIRA catches bugged code at a faster and earlier rate than a developer may catch it. Catching bugs early allows for the resolution of the bugs before more are created and it becomes more difficult to resolve the issues at hand. Each of these tools adds to the communication factor of the agile-scrum approach to ensure that miscommunication and misunderstandings are kept to a minimum.

The scrum-agile approach was highly affective for the SNHU Travel project. The various methods of communication were very helpful in minimizing any misunderstandings about the requirements for the project. The developer was able to complete the code with minimal flaws and in a timely manner. The tester was able to easily run test cases and create easily readable notes for the information they were lacking in completing their tests. At one point the client changed the direction they wanted to go with their travel site and thanks to the agile method being used the team was able to easily make changes without having to start the project over. The product owner provided all necessary information to the team members without micromanaging them and the scrum master did well to lead the team without taking away their anonymity. These approaches to developing a product ensure that everyone can fulfill their roles to the highest degree as well as adapt and overcome changes or hurdles they may encounter along the way. There are few cons I can see with the scrum-agile approach, especially when compared to the waterfall approach of development. It could be difficult to complete a project if a certain team member were unable to make it to a scrum meeting or had obligations or duties to fulfill outside of the work environment such as a family emergency or health issue. However, these are issues that are inevitable and will have to be accounted for at some point in time. Overall the agile-scrum approach is more beneficial to the client and the team members when creating products as it has better methods of communication, better task management and delegation, and the ability to fail and adapt to change with ease.