7-1: Sprint Review Retrospective

**Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project.** Be sure to use specific examples from your experiences.

The various roles on my Scrum-agile Team specifically contributed to the success of the SNHU Travel project by using teamwork. At the start, there is a gathering and analysis team where that would grab information from the client, analyze it, then send it to the design team. The design team will create a concept with the provided data. They will make a template for the developers to follow. When it is sent to the developers, they create code based on the information of the client and the analysis team. Then testers receive the program and test for errors and proper features. Finally, the deployment team ships the final product. And with so many different pieces, it is crucial to communicate appropriately with the Scrum Master, who is there to help fix problems, and the product owner, who prioritizes the backlog.

**Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion.** Be sure to use specific examples from your experiences.

Teamwork played another role in the Scrum-agile approach to the SDLC and how the user stories were completed. User stories are an informal general explanation of a software feature in a program. A developer must create the code necessary to implement a feature and notify the Scrum Master of any problems. If the Scrum Master can't figure out a solution to the problem. For example: Do we need more developers, more resources, etc.? But it is up to the product manager to decide the importance of the user story compared to the others. So, in order to make the Travel Project's timeline, other backlogs were pushed aside to free up developers to make the relaxing/detox package deadline. Prioritizing helped free the team from other obligations and ensure the completion of the new goal.

**Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction.** Be sure to use specific examples from your experiences.

A prime example was when our product manager wanted to implement a page dedicated to relaxing/detoxing vacation packages. The team already had a clear vision of what the website would contain. But research suggested we would be more successful with the new changes. So, as a team, we supplied our input at the meeting, and our product manager provided the answers. We moved our current projects aside and started working on the new changes. And the project's success can be seen in the completion of the website and the timely manner in which it was done.

**Demonstrate your ability to communicate effectively with your team by providing samples of your communication.** Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.

I was teamed with five other students in a group activity in week six. The goal was to move the team from a waterfall to an agile methodology; a monumental culture shift would not happen overnight. Instead, we were tasked with brainstorming ideas to help smooth the process. Amber brought up the suggestion that we should use Azure boards for better communication. I was in favor of that shift and communicated that we should bring the idea to the Scrum Master and Product Owner and see what they thought of the idea. Amber then suggested bringing it up at the next daily standup meeting, which was my idea to keep the daily meetings shorter. Adding daily standup meetings and Azure boards to the team will bring more time and organization to the team.

**Evaluate the organizational tools and Scrum-agile principles that helped your team be successful.** Be sure to reference the Scrum events in relation to the effectiveness of the tools.

There were many organizational tools and Scrum-agile principles that helped my team be successful. Sammy, our Product Owner, suggested we assign multiple developers to the same priority projects, speeding the completion rates from months to two or three weeks. Ardell, a developer, suggested using a point system when rating user stories, and it would help determine which stories to prioritize. Our Product Owner said she would push the suggestion, among other things, up to management. Josh, our Scrum Master, suggested daily meetings for reflecting, backlog management and supporting continuous integration and delivery. These and many more suggestions help the team feel like they are contributing. It fuels change in a positive way, and people can support it.

**Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.** Be sure to address each of the following:

* Describe the pros and cons that the Scrum-agile approach presented during the project.
* Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

The Scrum-agile approach observed during the SNHU Travel development project had its share of opinions and changes. But at no point was money or time wasted, which I would consider a pro. Scrum agile allowed small teams to work together and execute user stories more efficiently. If something was not working, there was plenty of opportunities to voice the problem and get help. Though, a con would be having to backtrack when the Product Owner makes a significant change in the middle of production. One would have to be flexible to change momentum with short notice. Overall, I believe the Scrum agile approach was best for the SNHU Travel development project. If the waterfall method were used instead, we would still have to develop a relaxation/detox vacation package. But, it would be slower to unveil as it would have to wait until the deployment, after rerunning completely through the stages again. Waterfall can help a business make a budget and be on time, but agile will make a better product that customers enjoy.