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CS 250

Module 7 – Final Project

Sprint Review and Retrospective

**Applying Roles**: Demonstrate how the various roles on your Scrum-Agile Team specifically contributed to the success of a project. Use specific examples from your experiences.

* Within our team, we established the roles of Product Owner, Scrum Master, Tester, and developer. The role of the product owner ensure communication with stakeholders for needed feedback or requirements of the overall project. They also oversaw establishing the backlog of all these requests from the stakeholders to which they cataloged their importance and then disseminated them to the Scrum Master.
* The Scrum Master role was used in this instance to establish sprint planning and head the daily Scrum meetings each morning before everyone started their work for the day. These Daily Scrum meetings allow all team members to discuss what they’ve completed, and what needs to be completed still for the current sprint, communicate any cross-team dependencies, and allow developers to provide any feedback as far as impediments they may be having.
* Our development team consists of both developers and testers where each member of the team can perform all the necessary sprint tasks they’re given and then also check to see if all the features and functionality work between them. This role is where the tasks placed at the start of the sprint are completed and are reported actively to the Scrum Master each day.

**Completing User Stories**: Describe how a Scrum-Agile approach to the software development life cycle (SDLC) helped user stories come to completion. Use specific examples from your experiences.

* Using the Scrum-Agile approach, we were able to identify each stakeholder’s needs or wants for the SNHU Travel website and assign them a priority. Using items like a backlog we can quickly identify all possible needs and quickly assess the needs or requirements before starting the development process.
* We previously used items like the backlog to require our findings on what the stakeholders need, quickly record potential dependencies needed, and then perform the necessary coding to produce these features within a sprint. Afterwards, we were given more feedback to the current SNHU Travel website and then given more feedback to give us a better understanding of what the stakeholder’s needs were, by providing different features like price filters, or the ability to flip through destinations, rather than scrolling down the site.

**Handling Interruptions**: Describe how a Scrum-Agile approach supported project completion when the project was interrupted and changed direction. Use specific examples from your experiences.

* Being flexible to changes to the project is a perfect example of what we had to do to change the focus on the Top 5 health and wellbeing destinations over our previous project focus of the Top 5 Picked Destinations of other users. This was done by quickly identifying what we already had in place and making quick adjustments to our original code to accommodate the new needs. If we were to be using a different method, like the waterfall method, we would have less ability to react to the changes and the SNHU Travel website would have been released with the original focus.

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

* Team members quickly and promptly reacted to email communication between each member, which enabled our success in establishing a more agile approach to the project. Being open to the ideas of other members and perceptive to their daily workload or lifestyles allowed for a larger understanding of each other. We had a team member who was very proactive in establishing communication with each member and gave prompt feedback on changes, and deadlines, and was receptive to feedback if it came up. While this member may have been better as a Scrum Master, rather than a developer, I still felt valued as a team member, which gave me huge inspiration to get my part of the project done.

**Organizational Tools**: Evaluate the organizational tools and Scrum-Agile principles that helped your team be successful. Reference the Scrum events about the effectiveness of the tools.

* Products like Jira or even Microsoft Team’s planner application provided me with the necessary information regarding Organizational Tools. I have already started to work on these tools for my current IT Team to establish both the accountability of each member and a quick and quantitative method of tracking progress or impediments during the entire work week.
* Using Organizational tools like the few I’ve listed will enable any management team to develop or even another type of project to allow the agile method to be a great success in their workflow or business practices. These tools can quickly identify items in your teams that need to be completed and report to higher-ups about any potential slowdowns they may see, like Internet outages or even power failures. Having a plan to deal with situations like this could be quickly analyzed in the future and help plan for even better success on later projects.

**Evaluating Agile Process**: Assess the effectiveness of the Scrum-Agile approach for a specific project. Address each of the following:

Describe the pros and cons of the Scrum-Agile approach presented during the SNHU Travel project.

* Pros:
  + Being able to quickly navigate through the slides of stakeholders’ needs to establish an easy-to-read backlog. This allowed development to start right away with requirements for specific features for the SNHU Travel website.
  + Flexibility to address sudden changes. We saw first hand on how a “monkey wrench” can be thrown in to your project
* Cons:
  + Not getting feedback from individuals during the assigned roles prevented any changes that may have been needed. An example is when we had to write emails to the product owner about potential issues we needed to resolve to complete or ensure the success of the project. With, a high amount of communication is needed for the Scrum-Agile method to be successful. Without individuals following up on requests for information limits the effectiveness of specific members within each role of the Scrum-Agile method and causes it to fail quickly if not addressed.
  + With putting Scrum-Agile methods into practice in my workplace, I noticed that team members may not see its importance right away during the initial phases of this method. Being consistent with your Scrum Practices may be difficult at first, but over time see some great payoff later.

Determine whether a Scrum-Agile approach was the best approach for the SNHU Travel development project.

* Overall, I do think the Scrum-Agile approach to the SNHU travel project was highly valued. This practice seems to allow for a large amount of flexibility and growth if the project needs to add more members to specific roles or even changes needed to the current project.
* The waterfall method would have worked though for this sort of project as well but would have had a large issue with meeting expectations or even changes that occurred during the different phases of the project and most likely wouldn’t have been ideal for a completely released product at the end.

References:

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