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.

Agile Development has been a newer practice to implement and has strong benefits across the team. The team operates much more efficiently when tasked with proper user stories and expectations from the product manager. It gives them a valid direction to follow in terms of development and prioritization. This came in the example of updating the expectations of a given user story for developing the list of top vacations and their layout. Change is common in Agile development but a strong product manager can find points of emphasis to draw on for success. From there I as the SCRUM master have been able to assign these stories and portion them into sprints for the team to tackle. These sprints are a measurement of our progress and contain deliverable product to showcase to the product manager as well as board members/investors. In the previous assignment, I wanted to provide my team with valuable user stories to work on for a sprint, and providing a measurement of how many user stories we can complete in a given sprint(estimated). It also gave me a chance to have unit testing worked on while in development and making them broader at the beginning to allow more flexibility in the agile process. There has also been problems in some of the activities, such as the VisionQuest software case study, where much headway was made in development but many projects or stories were left unfinished. In agile development it is crucial to complete user stories in order to advance to the next assignment. Developers and testers are then able to tackle specific items to completion, allowing us to provide more complete items to the board members/ investors. When expectations were modified by the Product Manager it impacted the team and potentially the deadline when adjusting the prioritizing a certain niche of vacations to target a specific market. Testers also had to adjust their unit tests accordingly to account for the change.

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

A big component that helped in assisting user stories come to completion was the regular standup meetings. These meetings allowed Product Managers to communicate expectations to the team. From there the SCRUM master and developers were able to communicate roadblocks or concerns with managing these changes. As mentioned previously, when the user stories were modified by the PM mid development it caused issues with the development team. They had to adjust the current dynamic and tasks they were specifically working on. The tester also had not written unit tests to encompass these requirements. The team also mentioned how it could potentially impact the sprint review date. Thankfully they were able to adjust the unit tests accordingly, but is an example of how the agile process benefited changes in the application and how it was handled. The ideology of sprints as a measurement to provide results in is also a major impacting portion of agile development. These sprints allow the team to focus on specific tasks designed for them and build upon while creating the project. When projects are broken into small, manageable sections it makes it easier to complete and determine what complete looks like for a specific task. There is also a lot of room for feedback in the regular standups for developers to communicate their progress on user stories, and any difficulties or challenges they could be running into.

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

A big component that helped in assisting direction changes was the regular standup meetings also. These meetings allowed Product Managers to communicate expectations to the team. From there the SCRUM master and developers were able to communicate roadblocks or concerns with managing these changes. As mentioned previously, when the user stories were modified by the PM mid development it caused issues with the development team. They had to adjust the current dynamic and tasks they were specifically working on. The tester also had not written unit tests to encompass these requirements. The team also mentioned how it could potentially impact the sprint review date. Thankfully they were able to adjust the unit tests accordingly, but is an example of how the agile process benefited changes in the application and how it was handled.

The SCRUM agile approach benefits completion of user stories as well. By having the product manager fully aware of expectations, specific user stories can be generated to address them. We can use techniques learned such as tactical sprint planning to help the SCRUM master managing the amount of user stories the team believes they can complete in a sprint. Results are a measurement used to evaluate the progress of the project. Generally, there are expectations of a certain amount of deliverable product ready for investors and board members to review. It is the SCRUM master’s responsibility for helping plan and prepare the team for achieving these results. They can help structure and train the team to tackle user stories. They can also use previous examples of progress to have a estimated amount of results they can provide within a given sprint.

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

Communicating effectively in agile development is crucial. Regardless of the executive level it is at, there is a constantly information being shared in the team and updates on progress. These updates provide direction for the current moment and problems essentially for the SCRUM master to address. In our group project I took the role of the Product manager. My biggest agile ideas i wanted to push onto the team was regular standup meetings and accurate user stories. The regular standup meetings are crucial to success. Whether there are changes from the top that the Project Manager is trying to communicate or there are issues developers are running into, these meetings provide a framework for everyone to provide feedback on their current role in the project. It is also very important that everyone in every role of the team participates in these meetings. Even if there are some areas you aren't involved in, there is still valuable input you can provide or sharing of your time/resources to better help colleagues. As we saw in the assignment where the focus of development shifted to a more specific branch of vacation rentals, the decision impacted the entire team and development process. Clearly communicating these changes, and having clear expectations from the beginning, can help reduce the impact these events have on the life cycle and time requirements of development.

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

Sometimes having the right tools for the right job makes a big difference. This is especially true in agile development. Many tools such as kanban boards can help with organization on projects. I personally am the most familiar with the kanban board utilized in Github. From there it is fairly easy to create a group project and create user stories for the development team to tackle. From there you can prioritize the stories chronologically and assign to individuals or teams within the project. These user stories also allow for updated progress and notes/ commits to monitor progress. There are other tools that exist but I have found the kanban board to be a staple of agile development.

# 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.

Agile approach has many benefits in this project. There was instances of flexibility when the team was asked to pivot to address a particular market, per leadership. This is something that cannot occur in waterfall development as it would throw off the entire dynamic. The ability to have constant communication and meetings through standup allows for universal understanding of the project in the team. This benefits all involved and helps steer the project. A final benefit of agile is debugging/ problem solving. There are problems developers particularly can run into that are unforeseen as well as the rest of the team. Sometimes there are solutions that other member of the team would have that could help solve the issue. By engaged conversations regularly it is easier to notify the team of potential issues and to also find solutions.

There are some cons however. It requires everyone on the team to consistently be engaging,which can be a time commitment. There are also issues with reprioritization. If not tasked properly or misled there can be a lack of deliverables compared to product for investors/shareholders, which can lead to distrust or unhappiness. Investors could also find issue with how sprints are managed and the deliverables. Sprints can vary in the amount of completed user stories and deployable product.

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

I do believe that scrum- agile approach was the best decision for the project. There is almost a criteria for uncertainty that can help determine which method may be better. My choice was based off of mostly that there was so much uncertainty in development and expectations. When requirements are changing regularly and certain goals wanting to be reached it is easier to implement agile. Uncertainty can be measured and in most environments nowadays there is always some level of uncertainty on a project or certain parts of the project. Agile allows more flexibility and re prioritization of tasks as needed. Waterfall is more of set tasks that are followed to completion, and refactoring is done separately from development. In terms of providing a working product out the gate that is easiest to modify down the road agile is still the preferred methodology.