**7-1 Sprint Review and Retrospective**

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A Scrum-Agile team has four main roles that each play a part in keeping the team moving. The Product Owner defines the what and the why of the product. They oversee Defining and communicating the product to the rest of the team. They often communicate with the client and may ask further questions about cementing the project and any changes that may occur during development. Product Owners are also tasked with showing the client the progress made on the project. Product Owners also create and manage the product backlog to prioritize the elements that need to be done first.

The Scrum Master defines how the process is overseen. They function as a coach for the team by providing daily scrums to keep the team up to speed and squash any issues that may arise during development. They oversee keeping the team focused on the project and promoting continuous improvement and collaboration among the team. The rest of the team consists of Developers and Testers, where Developers make the core project and Testers make sure, they work as intended. Often these two roles work together to improve the project, mostly self-organizing with themselves to create the best outcome for the project at hand.

When a project is presented to an Agile team, User Stories help to further define what kinds of features can be implemented into the project. These stories are usually categorized into several types based on how difficult they can be implemented and then further divided into levels of importance. If the client wants to see a certain function, then that function should be the top priority. Throughout development, User Stories may change, or new ones may be added as the project is further fleshed out, but there may not be time to implement every single story, hence the organization of each one into a level of importance.

Often times the team may be interrupted or change direction because the client may not know what they wanted or see a different element they really like. Regardless of what changes are thrown the team’s way, they discuss what needs to be changed and reorganize their priorities based on what the client’s new needs are. While this may seem to be a setback, this is helpful to the team since they may have produced a product the client realized later they did not want. With the client being more involved in the project, they can get these changes sooner and decrease the risk of the client being unhappy with the final product.

Throughout the project, the Agile team is encouraged to communicate with each other. This can be done through daily interactions or collaborating with each other on the project, often helping each other to improve their skills. The best form of communication is the daily Scrum meetings held by the Scrum Master each day for around fifteen minutes. This meeting helps the team see where they are at in the project and helps the Scrum Master coach their team and even update them on changes with the client’s requests. The team is encouraged to keep these meetings short and productive by everyone standing and assigning sidebar topics for after the meeting. These sidebar topics are usually topics that are not related to the project at hand or may involve only a few members of the team. Not all teams are required to fit their meetings into the fifteen-minute window, each team would need to organize their meetings in a way that suits them best. For example, if a team is not face-to-face with each other, it may be best to use a tool to show everyone what the current tasks are and then talk about them with each other.

Before the project begins, the agile team should organize the needed elements into different categories in order to implement the important ones first. There are several techniques to organize these elements. Affinity Grouping is great for a larger backlog as the team can start by placing three tasks on notes and grouping each task together based on complexity, size, or even types of tasks. This helps the team see which tasks they should be working on in which order. Another technique is T-shirt Sizing, while being rather simple, it can be rather effective as it can allow the team to group tasks and assigning them to a t-shirt size. This is similar to Affinity Grouping, but this technique helps an overwhelmed group organize in a physical way. The team doesn’t have to use t-shirts either, anything can be used to represent different sized tasks. Some groups may use different types of nuts if they wish, as long as they know which tasks are associated with which size. Planning Poker is a popular technique that allows the group to estimate the efforts for each task using a card game. This technique may be more fun as it requires every to agree on what scale each task should be assigned. Yet another technique would be the Three-Point Estimation system. This system allows the group to assign their tasks into three categories of best-case scenarios, worst-case scenarios, and the most-likely case scenario. This can help a team define what they can do in the best of times and the worst of times by deciding which category a task can fit into. By the end, the team should feel confident in the work they can complete regardless of which technique they choose to use.

At the end of the day, the Scrum-Agile Approach allows the team to organize their tasks in a way that suits them best. They can communicate with each other daily through daily scrums while the Scrum Master updates the team on what the client wants and provides guidance when necessary. If a change or interruption occurs the team is encouraged to ask questions to further clarify any changes made. The only downside that I can see is that the client may decide to constantly change their mind throughout the process, but even if that happens the Scrum Master should be able to sort through the slew of changes and figure out which ones would work best. As long as the team works together, the Scrum-Agile approach would be the path towards the development of the SNHU Travel development project.