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CS-250

Sprint Review and Retrospective

* **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the** **SNHU Travel project**.
  + Product Owner – The product owner’s role and responsibilities are to act as a liaison between the clients/stakeholders and the scrum team. The product owner needs to understand good business practices and have excellent communication skills. This skillset is essential to being able to understand and convey the information and requirements gathered from the clients/stakeholders to the Scrum-agile team or vice-versa to be able to report progress, challenges, timelines, budget constraints etc., to the clients and stakeholders. The product owner is just that, they own the product, they are responsible for the successful delivery of the product from the scrum team to the clients and are responsible for prioritizing and ensuring successful completion of backlog items.
  + Scrum Master – The Scrum Master acts as the intermediary between the Product Owner and the Scrum team. Although the Product Owner may have direct interactions with the scrum team, the Scrum Master acts as a day to day “servant-leader” whose job it is to help the Product Owner mange the backlog and support the various other members of the team in understanding backlog priorities, requirements, and they help establish cohesion between the various Scrum team members. The Scrum master ensures that events like the daily scrum, sprint planning, and sprint reviews cover the topics needed within the given period. They also help manage problems, issues, or concerns that the Scrum team may have and convey this information to the Product Owner. The Scrum Master is a delegator and organizer, they are transparent in their approach, and they help drive the scrum team to success based on their knowledge, skillset, and information available.
  + Developer – The Developers job is to take the information provided to them and create a fully functional product that adheres to the requirements of the clients and stakeholders. They work closely with the Testers, other developers, and the Scrum master to fully understand priorities and the requests of the clients/stakeholders. A developer must be able to contribute and adapt their portion of the backlog to the sprint goal for the project and team to succeed.
  + Tester – The Tester’s job, like the Developer’s, is to take information provided to them and to create tests based on the functional requirements of the clients and stakeholders. The tester takes the product/code etc., provided by the developers and ensures they function correctly and cover the requirements provided by the clients, stakeholders. The tester, like the developer, works closely with the Scrum Master and other testers/developers to understand priorities.
* **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**.
  + The Scrum-Agile approach helped the user stories in numerous ways. Being able to simultaneously develop different backlog projects and tests is a “Divide and Conquer” approach. Splitting the development of the project between different teams allows for expeditious production, easier handling of errors and problems, it is more cost efficient, and allows for sudden unexpected changes. In the example of the “Profile option to enable/disable cruise package offers,” The information gathered is decently vague, the functionality of the option is clearly stated. But the feature's appearance and exact location are unclear (should it be a button by itself, or in a drop-down filter menu?) The same is true for both the “Price filter” and the “Tailored Recommendations.” The end functionality is clearly stated in both user stories but there is little information as to the visual aesthetics. The Scrum-Agile approach gives the freedom and opportunity to ask questions and get information quickly, as well as convey thoughts and ideas without halting progress and development.
* **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**.
  + The Scrum-Agile approach allows for quick relaying of information and fast adaptation. For example, in the case of changing the “Top 5 Destinations” to offer “Health and Wellness Packages” The backlog project was nearly complete when the changes were announced, but because of the adaptability that the Scrum-Agile approach allows, the changes were small and easy to implement. This helps reduce cost, time, and overhead when requirements are changed unexpectedly.
* **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**.
  + In my professional career I have been in management and supervision positions. This has allowed me to develop professional analytical, communication, and presentation skills. For example, in my sample E-mail that I sent to Ron the Scrum-Master, I asked him about a question I had regarding the location of the “Price Filter.” In the E-mail I also stated: “If you would like, I can reach out Christy and ask her if she has any information on the topic.” Christy is the Product Owner and although it is not my “responsibility” to reach out to the Product Owner for information, I understand that Ron also has other duties and responsibilities and that I need this information to complete my task effectively. If I can “kill two birds with one stone” by alleviating a task from Ron and getting the information I need then I will absolutely offer to do so as this encourages collaboration and communication between members of the Scrum Team, even if it is only to sending and receiving a simple email. I was also careful not to overstep my bounds by asking for Ron’s opinion on the matter before reaching out to the Product Owner.
* **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**.
  + The organizational tools and events that are used in the Scrum-Agile approach helped us to plan sprints and prioritize backlog projects. Starting with Sprint Planning, we were able to plan each sprint in detail by assigning tasks to the backlog, assign tasks to individuals, and to understand the main goal of the sprint. Daily stand ups and meetings were an open forum to discuss what we had accomplished, what we planned to accomplish and any issues or challenges that we had. Finally in the Sprint Review, we can reflect on accomplishments and receive feedback. This acts as a learning and development opportunity to improve future sprints and drive further success.
* **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project**.
  + The Scrum-Agile approach is a highly effective method of development. Compared to a Waterfall methodology, the Scrum-Agile methodology allows for quick, adaptive, lean development with a focus on team unity and growth. For this project specifically the Scrum-Agile approach is the best approach because development can be expensive and time consuming especially if there are unexpected changes (which there were.) The agile approach can handle the change without impeding the development of the whole project. Other methods like the Waterfall methodology are simple and straightforward which is good for projects that are not expected to alter or change and are easier to plan and understand than a Scrum-Agile methodology but are more susceptible to higher costs and a longer development cycle if unexpected issues arise or changes need to occur. Scrum-Agile methodology is usually utilized in small teams as well whereas other methods may be more suitable for say joint/solo development and testing.