**Final Project: Sprint Review and Retrospective**

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**Abstract**

This paper will be a sprint review and retrospective from the perspective of the Scrum Master, and will go over the Sprint in which the Chada Tech Team developed an application for the SNHU travel agency utilizing the Agile-Scrum approach. More specifically, the review will cover the various roles utilized on the team, how the Scrum-Agile approach helped stories come to completion, how it allowed the project to rapidly pivot after it was interrupted and provide examples of the communication used in the process. The review will also evaluate the tools and principles used in the development of the application and assess the overall effectiveness of the sprint as well as the Scrum-agile approach as a whole.

**Impact of each Role on the Scrum Team**

**Product Owner**

The product owner was instrumental in ensuring that we were able to have clear and well-defined goals to achieve during the project. They helped us to create the user stories and backlog that we used to plan the workflow that needed to be done and communicated well with the SNHU travel client so that we had clear, achievable metrics to complete the project with. The product owner was also able to accurately prioritize work and resources so that we worked as efficiently as possible. In particular, the product owner was of great help when the client indicated that they wished to change the scope of the project part-way through the cycle. He was able to quickly and effectively create new user stories and help change up the backlog to prioritize the work that needed to be done according to the changed requirements of the project. eeeeeeeeeeeeeee

**Scrum Master**

As the scrum master, I was responsible for the coordination of sprint planning, facilitating daily standups, and aiding in backlog grooming, in addition to the sprint retrospective. These play a vital role in ensuring that each member of the team knows their role and responsibilities, and that everyone is aligned on what the goal of the project is. The standups are useful tools in ensuring that progress is made, and for identifying any issues that a team member may be having in their role within the project. The standups were extremely helpful in this project, especially when the scope of the project was changed part-way through, as they were helpful in re-aligning the team’s focus on the new intent of the project and making sure that everyone had the resources and support needed to carry out their responsibilities.

**Developer**

Developer was the most hands on in terms of the actual creation of the application for SNHU travel. They needed to be well acquainted with the requirements of the application and do the bulk of the coding for the application and communicate well with the testers and each other to ensure that each segment of the application functioned according to specifications. Their ability to learn new requirements and pivot the intent of the project was extremely important in developing and delivering a well-functioning product to the client.

**Tester**

The testers on the project were also extremely important in ensuring that we delivered a working product to the client. They communicated very well with the developers and were able to nail down the working requirements from the product owner. Without their input, it would not have been possible to verify that the application was working according to specifications. They were also instrumental in discovering bugs within the code so that they could be fixed before the project was deployed.

**Completing user stories**

The effectiveness of the Scrum-agile approach was very apparent when it came to completing user stories. User stories corresponded to a manageable chunk of project, and each chunk was groomed, prioritized, and assigned to a developer or tester. With this method, the work that is needed to complete the chunk is planned, but with input from the developer or tester to ensure that they clearly understood the work. They are then held accountable by needing to report on the story every day during standup, but also given the chance to request aid when reporting on what impediments they encounter during their work. As an example, a user story about testing the newly added price limit filter for the SNHU travel website needed some clarification from the developer on what the intended behavior of the website was and what the acceptance criteria was. It was only after receiving clarification on that behavior that the story was able to be completed.

**Adapting to Project Changes**

Part-way through the project, we received updated requirements from the client, SNHU travel. The goal was still to create the application, but the application changed focus to health and wellness related locations. This caused much of the assigned work to become obsolete and necessitated a quick pivot to deliver the website on the original timeline. Scrum-agile methodology helped this pivot happen quickly and efficiently. The product owner and scrum master created new user stories and groomed the backlog to ensure that the stories matched the new requirements of the project. They were then able to effectively communicate with the developers and testers so that everyone understood what needed to be done. The quick sprint planning and daily standups were essential in communicating the new requirements and assignment of user stories. They were also incredibly helpful in ensuring that resources were diverted to where they needed to go.

**Communication**

I believe that as a team, we were able to communicate effectively our needs. For example, we continuously reported our progress on user stories and what we intended on doing each day during standup. We were also able to communicate to each other if there were any questions in regards to the work being done, such as this email to the product owner from a developer:

“Angela,

Thanks for keeping me in the loop on the new business requirements for the project, could you clarify a few things for me? Are we able to utilize the existing code base for the new slideshow and alter the content? If so, would you be able to change the user story to reflect a change in content? Also, can you please create and assign new user stories for the developers in charge of finding content for the slide show? Thanks! “

The standup communication helped to ensure that everyone stayed on task and found help when they needed it, and the email shows that we were able to clear up any misunderstandings about project requirements quickly.

**Organizational Tools and Principles**

The most effective tools that we were able to utilize during the project were the sprint planning process and the Kanban board as it related to the daily standup. The sprint planning helped us to effectively communicate project requirements and acceptance criteria while at the same time prioritizing work and assigning work to individuals on the team. The daily standup and the user stories on the Kanban board were especially helpful in keeping up to date on the work being done by each person on the team, as well as helping them when they had an issue arise.

**Effectiveness of Scrum-Agile on project**

I believe that the scrum-agile approach was incredibly helpful in the creation of the SNHU travel website. The scrum-agile approach was very useful in quickly planning the project and helping everyone understand what their role on the team was. The methodology was also helpful in quickly pivoting from the original intent of the project to the new focus on health and wellness. The quick communication and daily check-ins with the standup were helpful for tracking progress from day to day and relocating resources where they were needed. The only major downside that I could see with this approach is that code and requirements/documentation are not well defined until after the project has been completed, which requires that the developers and testers are more knowledgeable ahead of time. I believe that based on these reasons, the scrum-agile method was the best approach for developing the SNHU travel website.