Douglas Menard

Southern New Hampshire University – CS250 – Final Project

Sprint Review & Retrospective

SNHU Travel Project

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* 1. **How various roles on our Scrum team contributed to our success.**

I believe the most important role that we have seen within our Scrum-agile team is the product owner. The product owner has helped in many ways, but the most being their relationship with the stakeholders for the SNHU Travel project. Their communication with the stakeholders and end users helped develop user stories that in turn led to important features being included in the software. The product owner was also our go to person for questions and specifications that we needed from the user stories. Their communication with external entities needed for development of this project was a vital piece in creating a great deliverable and subsequently the success of our team. Another member that was essential to helping our Scrum-agile team be successful was the scrum master. The scrum master seemed to have a full understanding of what everyone was doing and the track we had to proceed on to meet our deadlines. From the management of the backlog to the hosting of the daily morning Scrum meeting, the Scrum master essential was the planner of the entirety of the operation. The Scrum master kept the meetings short and to the point, so that everyone knew what they were supposed to be working on. They managed the Kanban board, making a visualization of the product backlog easy for the entire team, and allowed our team to work within the timeframe needed to complete the sprint tasks on time. Every member of the team contributed in a positive way, but the additions of the Scrum positions allowed us to be successful in a Scrum-agile environment.

* 1. **How a Scrum-agile approach to the SDLC helped user stories come to completion**

The Scrum-agile approach to the software development life cycle helped us become adaptive to what the end user wanted to see. User stories were assessed by the team as a whole and implemented into our SDLC to add new items to the product backlog. This product backlog was then implemented into the sprint as a most to least important format, allowing for team members to pick up and finish the most important pieces of user stories. Completing user stories is very important to the team to ensure that we incorporate any and all feedback from end users of the deliverable. The SDLC changed entirely with the introduction of the Scrum-agile methodology. This made the development portion change to consecutive sprints to accomplish changing tasks which has worked well for the team up till now. During the sprint we have used the user stories to help prioritize what we will be working on, this includes the slideshow developments and popular destination pieces.

* 1. **How a Scrum-agile approach supported the project during change**

An agile approach with any specific task is seen as being adaptable to any issues that arise while completing said task. Integrating the Scrum-agile approach to this team over the course of this project has allowed all of the team members to get into the flow of consistent changes over the defined timeline. It has also made the team feel as if they are helping the consumer and end user in real time. This is seen because as new definitions of requirements come down the pipeline, more unique user requested specifications are being added to the deliverable, making it more personal and easier for the end user to operate. When changes were brought up the team, they were ready to add them to the board and focus which ones were important and which ones could fall by the wayside for the duration of the sprint. The prioritized them based on time it took to accomplish them, and the importance that it had to the stakeholders and end users.

* 1. **Examples of our communication**

Working in a Scrum-agile environment allowed the lines of communication for our team to open and move slowly. Communication with the stakeholders and end users was usually handled by the product owner, with some help of the scrum master and then that information was passed to the rest of the team in excel spreadsheets or the larger pre-scrum meeting. Specifications could be asked by the development team directly via email to the stakeholders and end users, as well as brought up at the daily Scrum meeting in the mornings. The daily Scrum meeting consisted of speaking on what we worked on yesterday, what we will be working on today, and the issues we encountered along the way. This is a short and sweet way to assess how the team is doing on the tasks that need to get done, and allocate resources accordingly. Lines of communication between team members are always open and as an agile leadership position, lines of communication to the team leadership was always open as well via phone call, text, or our group chat on Discord.

* 1. **Organizational tools and Scrum principals that made us effective**

Using organizational tools really was the bread and butter to us being a successful team. A mobile Kanban board was used to label who was working on what, and what items were in which stage of development. It also listed the tasks that were in the product backlog, allowing for everyone to see the items that we were looking to get done over the course of the sprint. Another tool that we used for communication was discord. This allowed us to start sub threads of issues we had where only a small portion of the development team would get notifications for to assist in troubleshooting. During Scrum meetings we always had discord up to bring in people that couldn’t be there that day in person, and we used the Kanban board to assess how far we had come, and what needed to be started next. The Scrum master managed the Kanban board for the team, enabling the team to focus more of their work on the deliverable, and be more productive in doing so. The principal of being agile in general helped the team a ton. This meant that team members were ready to adjust to any and all changes at any time during the sprint, and really made for the team to feel like they were apart of a high performing team.

* 1. **The effectiveness of the Scrum-agile approach for our team on this project**

The effectiveness of the Scrum-agile approach is seen in the quality and effectiveness of our deliverable. While a large amount of the behind-the-scenes work is not seen in our product to the customer, it is a clear-cut piece of evidence that describes exactly how well this project came together under the Scrum-agile approach. The pros of a Scrum-agile approach are seen in the rotation of tasks by the team. As more information about what the client would like to see out of this website came fourth, the team was able to adapt and formulate plans relatively quickly to delegate tasks to accommodate this. Cons seemed to be just adjustment phases by the team not being used to using this approach for projects. With all the new tools and formulation that was happening within the team, adjustment periods are bound to be different for everyone. Clear lines of communication helped to mitigate this, allowing for team members to ask questions and work themselves at a pace comfortable to them. I believe a Scrum-agile approach was the best for this team due to the ever-developing user stories. This allowed the team to be adaptive and agile in their approach, and successfully complete the project by the deadlines.