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Sprint Review and Retrospective

CS-250

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- **Demonstrate how the various roles on your Scrum-agile Team specifically contributed to the success of the SNHU Travel project**. Be sure to use specific examples from your experiences.

As Scrum Master, I focused on planning scrum events and facilitating scrum meetings. This process helped me to think about the needs of various team members. In developing the team charter, focus on success criteria and project risks helped shape the approach to the project. Meeting directly with the client and product owner allowed me to get a first-hand understanding of the epic goal.

In the Product Owner role, I was able to serve as a go-between for the development team and the stakeholder. When the team failed to come up with a solution to a user story, I was able to turn back to the stakeholder (the class Professor) and ask if a work around would meet their needs.

While serving as the Product Tester, I found the user stories very helpful to keep in mind the "why" of the story points. This allowed me to develop tests and provide feedback to the developers to ensure the user's intent guided our decisions, not just "the what" provided.

As a Developer, I experienced the most disconnect from the client's needs and had to make changes to my approach after the initial feedback. But the agile process embraces changes so turning to a learning mindset instead of an accomplishment-based mindset helped motivate me to work, regardless of whether my efforts were ultimately incorporated into the product ,

- **Describe how a Scrum-agile approach to the SDLC helped each of the user stories come to completion**. Be sure to use specific examples from your experiences.

Having a conversation with actual customers, not just the client, helped develop strong, detailed use stories to guide the development lifecycle. But they still needed to be updated after development was already underway. In a waterfall approach, this may have been a problem because once the planning is done, it's hard to go back and make changes. But in agile, with decisions pushed off until they're needed, planning is done more concurrently with development and the changes were able to be incorporated into the next sprint.

- **Describe how a Scrum-agile approach supported project completion when the project was interrupted and changed direction**. Be sure to use specific examples from your experiences.

Being able to incorporate changes into the next sprint instead of waiting for a full delivery at the end of development made for a better final project for the customer. As they see pieces of their vision come to life, holes in how they originally described what

they wanted became known and they could revise their request, which led to a better product.

- **Demonstrate your ability to communicate effectively with your team by providing samples of your communication**. Be sure to explain why your examples were effective in their context and how they encouraged collaboration among team members.

In week six, where we were required to work as a team, I initiated an email conversation to help coordinate our responses in the discussion thread. I had some questions about the end-product, and it turned out I wasn't the only one with the same questions. After some discussion we came to a consensus, had divided our roles and all took ownership for the group discussion board submissions.

- **Evaluate the organizational tools and Scrum-agile principles that helped your team be successful**. Be sure to reference the Scrum events in relation to the effectiveness of the tools.

The group email function in Brightspace was useful to get the conversation rolling for week six. The module three and four user story spreadsheets helped focus the direction of the project. The team charter from module two set the tone for team communication and expectations. One of the identified project risks, meeting the goal of increasing customer views, was that it was dependent on content created by the customer. This assumption that the customer would be providing content turned out to be wrong as evidenced by the change in direction during this process which required the developers to come up with their own Wellness and Detox destinations for the deliverable.

- **Assess the effectiveness of the Scrum-agile approach for the SNHU Travel project.** Be sure to address each of the following:
  - Describe the pros and cons that the Scrum-agile approach presented during the project.
  - Determine whether or not a Scrum-agile approach was the best approach for the SNHU Travel development project.

The agile approach allowed the embrace of change and helped establish ownership of the project by all members of the team. One con might be the moral challenges involved in frequent changes- feeling that effort was wasted when the feature wasn't used or correct. But by embracing a growth mindset and being excited to program something new could help lower investment into any one branch of effort and keep it focused on the final product.

I think the Scrum-agile approach was great for this project. It allowed for a good amount of planning up front but was flexible enough to make adjustments further on in the process. From the team charter setting the tone for how to communicate and work with each other to establishing the epic to breaking the project into story points, a great flow from customer/client needs and intention to actual feature development, there was a sort of planning funnel that effectively channeled ideas and efforts into a good final product.