Matthew Dziewiecki 6/17/24 C250 Final Project

Sprint Review and Retrospective

Congratulations everyone for completing the sprint and being able to deliver one hundred percent plus more on the product! It is time for yet another sprint review and retrospective. Throughout this discussion between one another, we will be discussing what worked well for everyone, what opportunities there are for improvement, and future on what’s next for the team!

As the scrum master, my responsibilities in my role wither to provide effective communications between all the tea members and keeping the momentum going throughout the product’s development. Throughout there were some practices that assisted with that such as the daily stand-up meetings, allowing for each team member to speak up on any issues or concerns about the product. As well as growing a sense of trust and respect as the product’s progression moved forward and comfortability grown between each other. When team members were working long distances, we used project management software to digitally track the status of the product. To properly inform those that were external regarding the product’s status, it was accomplished by using a scrum board that was visible and known to everyone on the team to ensure that information was updated daily and there was no miscommunication.

The developer team and the tester team are working closely with one another to make the product we have today. Without a team and their collaboration with one another, it would not have been possible. The testers provided critical feedback to the developers, and they were able to take the feedback and find the roots of the issues and turn those issues around and meet the requirements set by the product owner. As the user stories got update through the product’s progression and requirements were modified, the developer team was able to get right on it and provided the expected results of the requirements and assisted the testers with creating the test cases for each new requirement. Both teams delivered the product that the product owner and client were expecting and more at the end of the sprint.

The product owner was able to gather critical information from our client through regularly meeting and hosting focus groups. As the product’s progress continued to grow and features were added, the product owner were able to review the team with the rest of the team and discuss what features needed improvement and which features worked well. The product owner met with the developers to directly when to discuss any changes to the features as they were continuously adapting to the current market and trends. The change that switched gears significantly in the product’s development was going from general travel to more heavily focused on wellness retreats and vacation travel. The product owner hosted a focus group with potential end users at first and then provided a list of features that they would like to witness in the new design of the product. The product owner worked closely with the developer team to ensure that all the changes were reviewed to provide a quick turnaround when added to the backlog and that the final product will be complete in time and met the client’s expectations which it did!

The scrum-agile approach to the SDLC helped immensely the user stories to completion. When the development of the user stories were completed then the highest priority stories were given to the developers and testers to focus on developing them first to allow the most demanded request from the product owner to be developed complete first. This enabled the team to have a time-buffer throughout the sprint. If the high priority items needed extended time to complete properly, they had the time to do so. The team were also to complete the low priority items within the product’s time frame due to the agile approach flexibility and effectiveness. When the team was given feedback, the agile approach allowed them to make changes easily and still meet the demands of the end users in time.

Although the Scrum-Agile approach supported project was interrupted and changed direction during the progression of the project it did not slow down the completion of it. The agile approach allowed the product owner to completely change the direction of the project and the development process didn’t skip a beat. The development team were able to take in the necessary changes and get each change completed effectively and swiftly. Unlike the “waterfall” method, agile embraces change and enables the scrum to adapt quickly and work effectively in each step of development. The product backlog was modified with the new features provided by the product owner during production while if we were using the “waterfall” method, the team would have needed to wait until the completion of the product to then implement the changes.

Communicating with the team effectively is one of the crucial skills a scrum master needs when managing a scrum team. It ensures that the product is continuously moving towards the finish line. During the daily stand-up meetings, it allowed each member of the team to say anything that came to mind: ideas, issues, concerns, etc. As the scrum master, I also took part in these meetings to keep everyone on track of product development and to make sure everyone is heard. During these meetings and throughout development, we had also used a centralized project board to physical display the sprint goals and requests completion. We also maintained daily email communications in the office and those working out of the office as well as sending out an end of day emailed to provide a summary of the work done and progress so that everyone is on the same page on where we are in the process and what’s remaining. Any updates to the project’s board or email were provided by me accordingly when needed.

The organizational tools and Scrum-Agile significantly contributed to the team’s success. The agile principles assists with implementing a self-sufficient yet collaborative team that is also self-leading. The agile principles allow for each team member to have a sense of ownership. This ownership helps the team take the initiative and responsibility for their growth and the success of the team and the overall product. Scrum events, such as the sprint planning and backlog refinement enhanced the team’s ability to prioritize and maintain focus on each task. We has also used product backlog to keep trach of all completed and pending tasks, prioritized user stories which allowed for the entire team to keep up to date with the project’s status. With the assistance of user stories, it allowed to document the end user’s needs and expectations for it and it allowed the team to enhance collaboration with another and ensure that the final product meets the client’s needs.

As the SNHU Travel project comes to an end, it can conclude that the Scrum-Agile Approach was the best approach to use for the project. Using the “waterfall” method would have had the project potential delivery later than the desired time frame if there were any drastic changes. Meanwhile, the travel site offered many different features for the team to implement but not all of them needed to be high priority. The agile approach allowed for those features to be broken down to user stories which assist the team throughout the sprint, and they got immediate feedback. When features were modified, removed, or changed completely to a new feature, the team received that feedback needed right away which helped with delivering the product in time Thanks to the Scrum-agile approach the team was able to take in those changes with no slowdown or setbacks in the progression of the product.